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Editorial



Talk about packed! This issue of CU Amiga is one of the busiest ever. If anyone tells you the Amiga is dead, stuff this in their face and you'll soon shut them up.

Read all about the recent World of Amiga show and the Getaway/Amiga press conference, allow us to make you an Internet offer you can't refuse, debate the Amiga's slide down the slippery slope with us, and

chat with cartoon maestro Eric Schwartz. Or how about that wodge of reviews opposite? If that's not enough, get your teeth into our extended tutorial section and check out our brilliant Quarterback and Big Red Adventure cover disks and CD.

Now I can't say fairer than that!

Tony

Tony Morgan, Editor

Cover Feature

20 Total Internet Solution

Exactly what it says: the software is on the disk, an Amiga net provider is set up, and here you'll find out everything you need to know about how and why to finally get connected to the Internet.



Features

28 What Went Wrong?

Why did the world's most revolutionary, forward thinking computer end up taking a back seat to far lesser technology like the PC and Mac, and can history teach us how to get the Amiga back up there? We dissect the Amiga's rollercoaster life in an effort to find out just what went wrong.

34 Eric Schwartz

His animations and artwork are admired the world over. He's been the inspiration for thousands of Amiga artists and by rights, many say he should be head of Disney by now. After all these years he's still a staunch Amiga supporter, so we thought it was time for a chat...

Cover Disks & Super CD-ROM



6 Tim Big Red Adventure

Here's your chance to try out the 90% rated graphic adventure from Power Computing. Sneak behind the rusting iron curtain to discover a land full of mystery and all kinds of weird and shifty characters.

6 Quarterback 6.1 & Quarterback Tools

The complete Quarterback 6.1 system in years with this month's CU Amiga Magazine. Backing up files and entire drives has never been easier, and along with the companion software Quarterback Tools, you'll also be able to salvage corrupt files and work wonders with disks that let you down.

12 Super CD-ROM 12

Simply the best CD-ROMs for your Amiga. Number 12 is no exception.



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The Big Red

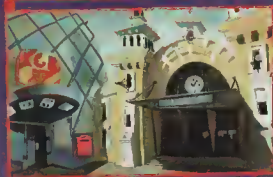


The iron curtain has fallen and the ex-Soviet Union is open for business. Your job is to guide Doug the computer nerd

(don't worry, no-one is implying anything, this guy uses PCs) on his quest for the biggest piece of business of them all - stealing the Czer's crown!

How to load

Simple! Just boot up from hard drive, whack the disk in the floppy and you are already half way there. Double click on the disk icon and drag the icon called **Drag me to HD** and click to wherever on your hard drive you would like the demo drawer to be placed. Without removing the floppy disk from the drive, double click on the icon and as if by magic **The Big Red Adventure** will be installed to your hard drive! Greet, huh?



Adventure



The Big Red Adventure is almost a good name. It is Big, and it is an Adventure, it is not however, Red. This is, however, rather lucky, because if the whole thing was Red you'd have a lot of trouble figuring out what was going on.

Control should be fairly straightforward to anyone who has tried their hand at adventure games. You move the mouse pointer around the screen and when it passes over an object you can interact with. A piece of text will appear telling you what the object is. Don't worry, it's not all in Cyrillic!

Objects can be interacted with by the simple expedient of clicking on them with the left mouse button. If you click anywhere on the screen where there is not a named object, Doug will try to walk there instead.

For more complex interaction, the right mouse



button can be held down. This brings up an icon menu. The top line of the icon menu contains actions it is possible for you to perform on an object. Below that is the inventory of objects you are carrying. These

can also be used upon objects you come across. Let's try it out: hold the button down, slide the pointer to the envelope, then release. A small envelope will appear next to the pointer. Drag the pointer over to Doug and you will notice the words "open envelope" appearing. Click the left button and, surprisingly, the letter is open! Look in your inventory and you'll find what was in it.

Right, now you have the idea, you can get on and figure out the rest for yourselves. And if you are impressed, you can buy the full game for under twenty quid.

Power Computing are the suppliers, give them a call on 01234 851500.



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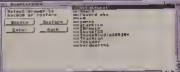
thank us for this one!

Loading instructions

As usual, write protect your floppy first. Boot up from your hard drive, stick in the disk, and open it up. Double click on the install icon and away you go. Installation is very simple: just tell the installer where you want the software installed and let it get on with it. You can choose to install either or both packages. Follow the on-screen instructions and you can't go wrong.



Quarterback is the ultimate backup utility. Hard disks are the business — computing without one is not a very fun experience these days. But hard drives go the way of all flesh (or indeed all metal), and will also become ill or even die. Quarterback to the rescue! Quarterback will allow you to back up all that valuable data you keep on your hard drives. Commonly it will back up onto floppy disks, but it will happily back up to any other storage medium you have connected to your system, from Zip to a second hard drive. To save time you can also do incremental backups which only backs up whatever has been added since the last time you backed up your data.



There just isn't any competition. Quarterback is a quite brilliant backup utility. We've even given you Quarterback tools as well. You'll

Quarterback Tool is an impressive and powerful suite of disk manipulation tools. The most common use of Quarterback is recovering files which you have accidentally deleted or changed your mind about. However, it can also repair damaged disks and recover data you thought had been lost. There are also a range of power tools such as a sector editor — take care with this or risk permanently losing the software on your hard drive — and a disk optimizer and a whole selection of bonus utilities for all sorts of general disk functions. Check the page opposite for details but you'll have to read the on-disk guide to learn how all this works. We couldn't possibly find the space to explain it all here.

Quarterback

and Quarterback Tools

Quarterback and Quarterback tools come with full instructions on disk, but for those who want to jump in, here's a quick overview.

Once in a while hard disks bite the big one. It has happened twice in the space of the last three months to us in the office, and Mat and Andrew have both spent long hours recreating lost Workbench setups. Oh if only we had backed up our drives eh?

Backing up with Quarterback is easy. Fire up the program and select the drive you want to back up. If you hit the "enter" gadget you can go into the directory structure to back up individual directories. Hit the "backup" gadget, select OK from the option screen, and Quarterback will scan through the disk and present you with a list of all the files and drawers in the location you have selected. Each has a tick or tag mark next to it to indicate that it will be backed up. You can deselect anything you don't need archived. Hit backup and it will figure out how many disks it will take to back up the whole lot and wait for your confirmation before it gets going.

There are a lot of options you can select while doing this. You'll have to read the on-disk help for full instructions. When you have chosen the device you want preserved, click on backup. You are presented with an options screen. From here you can select where the backup goes to. Normally it will back up to however many

floppy drives you have connected, but you can choose to back up to other devices, too. If you wanted to back up to a Zip drive configured as unit 3 on a SCSI chain, you would first click on Tapir/removables, then select SCSI DEVICE (or whatever is appropriate) in the device box and change the unit box to read 3. Just above the click boxes the "Destination" line should then read something along the lines of "Destination: Zip disk 88Mb". The rest is as before. Simple, huh? There is a whole lot more, but you'll have to read the manual first before you get into that.

Quarterback Tools is such a complex suite of software that it is barely possible to touch on it in such a small space. You are strongly advised to read the instructions. The main program has four major functions: Analyze/repair can fix checksum errors and mark out bad blocks, Recover Lost Files allows you to undelete, Optimize makes your disks quicker to read, and Edit Volume allows you to edit the raw data on your disks. This is very powerful, but dangerous if you don't know what you're doing!

Also included are Replicator, a powerful disk duplicating utility; Locator for finding files on your hard drive; Encryptor for scrambling files; Disk and File explorer for permanent and secure archive

of disks or files; keyboard finder for locating those unusual characters on your keyboard; and Braincloud which renders disks temporarily unavailable.



▲ Optimization speeds disks by reducing fragmentation.

Online Offer!



Not only has coverdisk 160 the brilliant Quarterback bundle but it contains a very public domain terminal package called JPTerm. We'll need this to download the CU NetConnect Lite software to go in the Total Internet Solution feature on page 20. The whole software archive fits on about five floppy disks so, sadly there wasn't enough space to put it on the disk edition. It is on the Q-ROM edition of course.

Installation is pretty simple. Drag the obviously named Diag_Me_to_HD_and_click icon to where you want to install JPTerm, ie to your Work partition. Click on it and you'll see JPTerm being unarchived onto your hard drive. Close the drive window, reopen it and the

Diag_Me icon will have disappeared to be replaced by a JPTerm directory.

Making sure that the modem is plugged in, powered up and connected to your Amiga's serial port open the JPTerm directory and click on JPTerm itself. The first time you run JPTerm it will copy a library to your system partition. This is needed for transferring files. You will be greeted by a phone book in JPTerm. Click on the BBS that seems to be most local to you, and the package will automatically make the modem dial and shortly you should be connected to the chosen BBS.

Follow the BBS' online instructions to register your name and so on. Now you should be able to find an option to download the CU NetConnect Lite package. This will vary from BBS to BBS, so alas we

can't go into it in more detail. When you've done that, select Download from the transfer menu of JPTerm. A new window will appear and display the progress of the download. This may take as long as half an hour on a 28800 baud modem so be patient!

Now that you have the archive, extract it from the Shell. Use the UnixZK extractor present on the cover disk. Perform the following in the Shell, pressing Return where indicated:
 CD Work: [Return]
 CD E1: UnixZK X
 Work: JPTerm/CU
 NetConnect.1zx [Return]

Replace Work with any temporary drive with 10Mb free. Replace the section on the next line after the x with the full path to where you downloaded the CU NetConnect.lzx archive. Now you should have a directory in the destination drive. Open it and run the Installer. More instructions on installing NetConnect can be found in the Internet feature starting on page 20.

BBS's to get NetConnect from.

BBS NAME	PHONE NUMBER	SYSOP
The Machine BBS	0181 8132854	Aaron Thorne
Workside BBS	0181 7718108	Robert Dale
Last Tango	0181 2418842	Tom Pereira
Frost Fire	01484 842341	Steve Naylor
Orson's Fears Amiga	0181 6273368	Mike Hendley
Amiga Shack	01837 131724	Chris Elsworth
Echoes BBS	01276 31261	Steve Barnett
S Star Amiga	01237 477072	Stephen Harris
Rory Homeworld	0113 2263772	Paul Green
FWB(Bil) (Ireland)	061 331423	Dominic Mc Donau (12am-6am only)



Order form

In order to apply for a Winnet account, please fill out this form and post it with your cheque/PO for £24, payable to Winnet as

Winnet Amiga Internet, 30 March Avenue, Poulton, Warrington, WMS 2AZ

Name:

Telephone:

Address:

You will be allocated an Internet address which takes the form of `userid@hostname.s-net.com`. Please give your choice of **userid** and **hostname**.

Usenet (2-9 lower case characters, eg tani):

Your **hostname** (2-12 lower case characters, eg myhouse):

Your **hostname** 2nd choice: (used if 1st choice is taken):

Password (5-8 lower case letters):

Standing Order Mandate:

Bank:

Bank Address:

Sort code: Account number:

Account name:

Please pay the sum of £14.25 into this account below on the 1st/15th* of each month, beginning with the month of

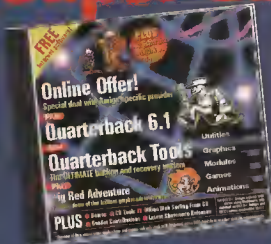
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BOM Super CD-ROM 12



Welcome to CUCD12. Once again we've got an unfeasible amount of brilliant software for your Amiga. If you don't have CD drive yet, read this to see what you are missing.

CUCD12 can be booted from a CD32 or an A1200/4000 with adequate CD32 emulation. To allow you to use this CD just as well when you boot up from your own Workbench, we have included the INITCD icon, which will make various changes to allow software to run from the CD. It also initiates MUI and the NewIcons systems - so don't be surprised if the look of your Workbench suddenly changes. It is all temporary and can be removed by clicking an InitCD again. To help you find your way around the CD, there is a DDCS.GUIDE, which connects you to pretty much every text document on the CD, and INDEX, a search tool which allows you to search the CD for a text string. Like everything on the CD, click on them to activate.

Making things work

Click on a picture icon and a viewer loads up and displays the image. Click on a mod and a modplayer pops up and plays the tune. As much as possible of the software will run from the CD as well. However, some things on the disc won't run when you click on them. There are several reasons for this. If it is a picture or animation you may not have enough memory. If it is a demo it may clash with your system. If it is a utility it may need to be installed and so on. If a program doesn't activate, and no error message comes up, read the documentation.

It can get complex with games and demos. Many are written in an OS illegal fashion, which means that they may not work on every set up. Run the bare minimum Workbench and try them. If this still doesn't work, boot with no startup sequence and activate the program from the shell. You will need to know AmigaDOS well for this.

Every month it gets better. This time you get the brilliant Quarterback suite along with the usual wonders.

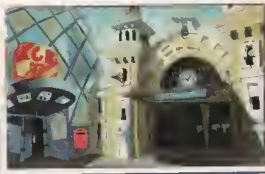
On the disks

Quarterback 6.1 Suite

The best backup utility on the market - and it comes with the brilliant disk/file recovery system Quarterback Tools, too. Never lose a single file again!

The Big Red Adventure

This four screen demo lets you get a taste of the brilliant new adventure game from Dynabyte and Power Computing. Help Doug the computer nerd on his quest to pinch the Cat's crown. Revel in the lovely artwork and partake of some merry Muscovite madness! See page six for more.



Gateway press conference

No audio tracks this month, the whole thing is just one vast collection of Amiga software. Not that this means that there is nothing to listen to. As well as the standard selection of MIDI files and mods you have come to expect from the world's best CD-ROMs, this month there is something really special.

By now you probably know that there was a press conference before the World of Amiga show. Some of you may have read the text of Petro Tyschchenko's speech on the Amiga International web site, but we've brought you the entire press conference in MPEG audio form. It's in the Magazine drawer - just double click it to hear it! On slow processors you may find that the sound pauses every now and then. Integer and FPU versions are included.

What's in your drawers?



Root: The root directory of CUCD12 is set up like a Workbench disk, with all the standard directories – C, Devs, Libs, Fonts and so on. You will find that these directories are all nicely packed full of files you can use on your own Workbench if you want.

There are plenty of libraries, fonts and so on. If you want to copy anything across to your own system, just use a directory utility such as Directory Ops.

The Big Red Adventure:

Ready to play straight from the CD. Just click the icon and get

started – there are full instructions on page six.

Quarterback: Yet another brilliant commercial package for you to add to your collection. A standard installer will install this to your hard drive. For more details, see page eight.

System: Dektrackar, HippoPlayer, GmPlay, NewIcons, ParNET Flick, Viewtek, Virus2 and more have moved into a new drawer called CDsupport in the System directory. The standard Workbench system files remain in the parent.



▲ Yet another treasure trove of top Amiga software in years with CUCD12. Well over 600Mb of data includes graphics, utilities, mods, games, demos and web sites.

Tools: A fairly standard Workbench tools drawer.

Prefs: Standard Preferences drawer with NewIcon prefs.

Utilities: Multitask, Clock, Toolbars and some NewIcons utilities.

WWW: Demo versions of the major Web browsers, Ibrowe 1.1 and Voyager NG are here plus the brand new AWeb 3.0 demo. There are also pages to browse without a modem! All you have to do is click on the Show WWW icon and then select which browser you want to use when asked.

CUCD: Here's where you'll find the really good stuff.

Daline: A nice big section of useful software for the online Amiga fan if you have been convinced by this month's Internet

feature, then you'll find a lot in this drawer to help you out. Also a big collection of Usenet news for you to browse through.

CD-ROM: One of the problems with CUCD10, we've got a special installer for AmcCDFS2. This will replace older CD file

systems to modern standards. Also the contents of the latest Amnet CDs, IdeFix, Quick Sampler and even more CDIDs.

Graphics: AGA Morph, CDXL the latest CybergraphX drivers, a Picasso96 emulator for CybergraphX, an

HTML gallery creator, RTGMaster and more!

Programming: Lots of GUI stuff to get your teeth into with the complete user and developer files for the Triton GUI system, the GedToolsBox, and as an extra bonus the full ADE binary tree.

Demos: Always a favourite, this month we bring you the latest and greatest from the world's most active demo scene!

Informatics: STCCGguide. Mean anything to you? If so great, if not well that's why we give you the information in the

first place! Lots in here

Utilities: Stock market analysis from Amibroker, some directory utilities, the new version of the omnipotent

Multitask, a collection of the latest virus chackers, VINCEd, the potentially KingCon beating Shell replacement and more.

Readers: Readers contributions from around the world. We get more than we have time to deal with, but we're always looking for more! Expect a Readers

contributions special in the near future.

Games: The latest version of Bolderdash, Destructive Pikes, Eldritch, Omega, Train Driver, more

Worms samples, and a demo of SkimmersAGA.

Magazines: Here you'll find Wired World bits. Also the complete Amiga International / Gateway 2000 press conference from the World of Amiga show.

Preview: Wanna see some Schwartz? To tie in with this month's interview, you can check out this collection – and check

out the CD reviews page for details of how to get more.

Sound: Plenty to keep music fans happy here, including the latest AHI retargetable audio system, AlgoMusic, MIDI files, stacks of music mods and lots more!

If your CUCD does not load

If your CD does not load contact Diskexpress on 01451 810758. If they advise that the CD is faulty send it along with a SAE to: CU Amiga Magazine Disk Returns, Diskexpress, 7 Willow Court, Bourton Industrial Park, Bourton on the water, Gloucestershire GL54 2HQ.

Please note that some CDs will not autoboot on systems other than CD32s, so try loading it from Workbench first.



News

The World of Amiga 1997

The Amiga event of the year turned out to be a great success for all involved. CU Amiga was there...

With ink still wet on the Gateway Amiga contract, the 1997 World of Amiga show rolled into town over the weekend of May 17th and 18th, bringing with it thousands of enthusiastic Amiga fans, the major players on the scene and no less than Gateway and the newly re-named Amiga International themselves. A joint Gateway-Amiga International press conference also preceded the show on the Friday afternoon (see page 14 for the full story on that).

Held at London's Novotel venue, site of previous Amiga and Commodore shows, World of Amiga was granted more floor space than last year's hopelessly over crowded event, although predictably it couldn't match the double-floor capacity witnessed at

the shows of the late 80s. Despite clashing with the FA Cup Final, Saturday's exhibition was very well attended. Opening time saw a healthy queue stretching the length of the dark and gritty entrance area beneath the main Novotel hotel.

TFX takes off

Once inside, showgoers were greeted with a grab-bag of exhibitors, ranging from market stall types knocking out cheap software and peripherals to primped show cases of new technology. Not to be outdone, CU Amiga's highly interactive stand wowed the crowds with a combo of TFX (really!), Met Betenson's diverse high-tech shenanigans, a portable Amiga (not a PAWS) and a special guest appearance from phase 5 showing their PowerUp



▲ Exclusive guests on the CU Amiga stand, phase 5 knocked 'em dead with PowerUp.



▲ Bill's Steve Jones demonstrates the amazing Siamese RTC system.

cards in the UK for the first time, not to mention the additional term on hand for various.

While the size of the show might suggest Town of Amiga would be a more apt name, the 'World' tag was certainly justified, with a truly international turn out. Exhibitors included Nova Design and Finale Developments from the USA, with Amiga International, phase 5, PQS and Individual Computers from Germany, while visitors came from the far corners of Europe and beyond, like the one who came to London for the weekend purely to cover the show for his

local Amiga user group in Greece. To give you an idea of who and what was at the show, here's a brief walk-around, stopping off at a random selection of stands.

Silly prices

Through the doors, and immediately Guildhall Leisure's stand made its presence known, like a model of Manhattan with stacks of games like skyscrapers being sold at silly prices. Microprose Grand Prix, one of their latest releases, was their biggest seller.

Also catching them early were HiSoft, attracting good crowds to their stand with the new test sen-

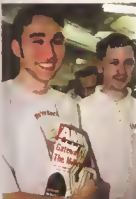
▼ L-R: CU Amiga's Xisroo meets the public, the crowds become a blur, and Tony gets a bit sick as he demonstrates TFX.





A. L.B. Photo: A film

on the Amiga International stand, phase 5's Wolfenstein goes technical, and CU Amiga's Mat Bettinson points out his World of Amiga games whilst broadcasting the show over the Internet.



A. Happy punters were in plentiful supply at the show, most of them CU readers.

all adapters called the Whirpool creating quite a buzz. The CD version of Cinema 4D was also making its debut. Get CU Amiga next month for reviews of both of these.

CD-ROM kings Epic Marketing were banging them out at giveaway prices, including some excellent old CD32 games for a ridiculous £2.

Larry Hickmott's LH Publishing was promoting Daw Studio and Pagestream 3. Also on the stand were David Haynes's disk recovery program DiskSavvy 4 and manuals for recent CU Amiga coverdisks Image Studio and ProPage.

Who's that on the Wizard Developments stand? No less than the endearingly named Kermit Woodall from Nova Design showing off Image FX! Kermit was joined by GP Software's Greg Perry, converting the masses to Opus 5.5, and Issiesoft were also there with Turbo Print 5. And what of Wizard themselves? They seemed to be doing a nice line in shifting brand new Amigas, among other things one of which saved our bacon as we turned up

with one too few! Cheers Shaun!

Just around the corner was the CU Amiga stand, mobbed all day Saturday and still arguably the busiest stand all through Sunday. Lured not only by the charms of the CU Amiga team, crowds formed around the first ever public showing of TFX (boosted by a hastily purchased 50mHz 030 card from Power Computing) with another major first: phase 5 dropping jaws with their unfeasibly fast PowerUp accelerators performing amazing feats such as full screen silky smooth software decoded MPEG films running on Workbench. Further techno lust was satisfied by Mat's live transmission of the show over the Internet, a cute portable Amiga and what turned into a two day technical O+A session. Phew!

Gamers were well serviced by Direct Software, who came with a huge range of games and news of more to come, but conspicuous by its absence was their 'Power Amiga' system. They were hoping to debut their souped up 68060 based tower Amiga, but last minute problems with the sourcing of their cases caused a now resolved delay. Direct say they have had enormous public interest for the Power Amiges, including inquiries from the BBC and Sky.

Amiga International

The biggest stand on the show was appropriately that of the company which is at the heart of this whole industry, the newly bought out Amiga International. With no new products, the stand was instead showing off the capabilities of the platform. Micronik had a strong presence with an impressive collection of seriously powered-up tower Amiges. When you pass a true

colour ultra high resolution Workbench screen, the top bar reading 2Mb Chip, 126Mb Fast, you know you are in the presence of a pretty awesome Amiga. Much of the business on the Amiga International stand was done behind the scenes in the 'inner sanctum' hospitality suite. Amiga International's head Petro Tsytenko had a busy schedule of talks with people from the industry over the weekend, and impressed many with his seriousness about working with other companies and getting the market firing again.

HiQ's Siemens RTG was something of a show stopper, displaying an unprecedented connectivity between PC and Amiga systems. Crowds were being wooed by an Amiga Workbench being displayed on a Windows95 screen, leading to many jokes about how amazing it was that someone had at last managed to put an operating system on a PC. The future significance of this product was indicated by the presence of a Siemens system on the Amiga International stand.

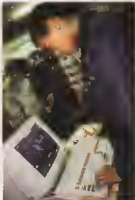
AG PIDS were showing the TransAM and Maxtram systems we looked at in our May issue. Looking at the moment rather like BeBox / Macintosh clones, the PIDS machines are designed to be Multiplatform OS systems and use a CHRP (Common Hardware Reference Platform) design to

facilitate very open multi computing. Amiga compatibility will come in with the development of a PIDS/Amiga hybrid based on the Siemens and through the Amiga OS like PIDS in development by proDAD.

Power Computing roped in the talents of ex-Commodore UK heads David Plesance and Jonathan Anderson to help service the baying crowds appetite for accelerators and other upgrades. CU Superstar award winning adventure game The Big Red Adventure attracted a lot of attention too and was a good seller on Power's stand and several others.

The aftermath

After the dust had settled on the weekend, general opinion was that it had been a great success. Sales were reported as healthy and there was no shortage of enthusiasm. Plans are already afoot for another World of Amiga, pencilled in for a pre-Christmas December slot. We'll keep you informed of future developments.



A. Despite the doubts, TFX was indeed on show and playable at the CU Amiga stand.

A. Schindler was reported to be a problem on some stands.

Gateway Unveils Plans for Amiga

Encouraging but realistic words came from the first ever Amiga International press conference...

After many stops and starts, it looks like we may just have got everything we wanted. Amiga has a new owner and they are very big, very professional and very serious.

On the 16th of May at the Novotel in London, Amiga International held a press conference at which future plans for the Amiga were outlined by Amiga International president Petro Tyschtschenko and Gateway 2000's Senior VP in charge of global marketing, Jim Taylor.

Jim Taylor spoke first, introducing the company which has bought the Amiga, and assuring everyone that Gateway are serious

about their acquisition and feel a strong affinity with the Amiga community. There was scepticism from some at the conference, a legacy of the confusion of recent years, but most people were impressed by a very strong presentation.

Petro Tyschtschenko then took the stand to outline the future of Amiga International. There were no announcements of new machines, but most observers felt this was in fact rather reassuring. Jim Taylor kept telling us that they had only owned the company for about 20 minutes, and anything too specific would undoubtedly have been jumping the gun.

The Future

Amiga International will concentrate on the release of a new operating system, and Petro stated that he believes the work is mostly done, thanks to the efforts of shareware programmers. OS4 could include programs such as Executive, MUI, NewsIcons, MCP and KingCan.

The other important area will be broad licensing, allowing third party developers to produce true Amiga products. There will be a new openness in the Amiga industry, with Amiga International supporting the Amiga community directly and co-operating in R&D and technical matters with other companies. Amiga International are willing to see where the mar-

ket leads the technology, but stressed the need for the Amiga platform to move to industry standard components in order to keep production costs down.

Investment Policy

Having discussed the future with Petro Tyschtschenko after the show, a promising picture formed. Gateway 2000 seem to have a genuine and serious commitment to the success of the Amiga and are willing to invest in its future. Gateway want to see the Amiga profitable in the long term and realise that this means investment and marketing in the short term.

Gateway's realisation that the Amiga has a fiercely loyal user base, and this is why they bought it. Gateway's policy is to encourage user loyalty through good service, and it was the amazing loyalty of the Amiga market that they wanted to buy into. They also believe that the market is laid by enthusiasts, and view the Amiga as being the ultimate enthusiasts machine. Gateway reps at World of Amiga were very impressed at the general level of understanding Amiga users have.

Amiga OS for all

R&D is the number one priority, and a PowerPC port of AmigaDOS is foremost in Amiga International's plans. They want to avoid a split in the Amiga market, and this ideally means PQOS1 and AlBoxes running genuine AmigaDOS. The OS and custom hardware will be widely licensed. Amiga International will be strongly supporting the likes of Micronik with their tower systems.



▲ Jim and Petro spill out the future...

The Press Conference on CD

Just pop the CD in your drive and take a look in the Magazine drawer. The whole conference is stored in MPEG audio form, and can be heard by simply clicking on the icon.



"It has truly been the Amiga community that has kept Amiga alive"

Petro Tyschtschenko, manager of AI

There are no plans to release the Walker. They do not see it as forward looking enough, and seem to have little interest in providing stopgap hardware. If, however, a third party manufacturer wants it, they are willing to talk.

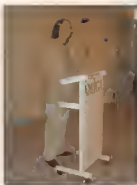
Most impressive is the commitment Amiga International are promising to Amiga developers. Petro Tyschtschenko spent the entire weekend in meetings - Amiga International appear to want to give everyone help to keep the Amiga market buzzing and with Gateway behind them, they certainly have the clout to make it count.

Gateway and Amiga International need time and patience from the Amiga community, given that we can look forwards to a real renaissance.



Marriage made in heaven?

What have Gateway in common with the Amiga? According to Jim Taylor, quite a lot. Gateway believe that enthusiasts lead the market, and think that profits come from offering value and service. They think of themselves as "mavericks of the herd" with ambitions to use the PC boom to their advantage then put their own spin on it.



Casablanca



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Casablanca is a device which allows anyone to edit video, simply, and in a non-linear fashion. It works by recording video scenes from a camcorder, on to an internal storage module. The scenes can then be trimmed, split into shots, and re-arranged at will. You can also add transitions between scenes, and professional image processing effects, plus new soundtracks, slow, quick or reverse sequences.

So, How Does It Work

Casablanca connects between your camcorder and video recorder. You don't need any special monitor, as you can use your existing television. Using a Casablanca requires no computer experience. The controls and displays are clear, simple, and easy to understand. All video and sound information, plus effects and transitions are held on the storage module.

What Models Are Available?

Casablanca is available with a choice of three storage modules. Module 2 can hold 31 mins of VHS, 16 mins of SVHS, or 10 mins of DV quality video. Module 4 offers double those storage times. Module 9 can hold 140 mins of VHS, 72 mins of SVHS, or 47 mins of DV quality video. The storage module is removable, and additional ones are available. This allows you to work on multiple projects simultaneously.

Technical Specifications

Full Motion JPEG Compression, CCR601 Resolution (720x576 Pixels) at 50 Fields/sec. Internal capacity from 10 minutes to 47 hours external storage expansion will give between 2.2 and 15 hours, depending on quality. Composite & Y/C Video in and out, on front and rear. RGB out via SCART on rear. Optional FireWire (P1394) module for connection to MiniDV camcorders with digital output (eg Sony) 3 Tracks of Stereo audio, 18-Bit resolution at upto 44KHz sample rate.

Where Can I Get More Details?

Casablanca is available from a number of specialist video retailers around the UK, and is also available by mail order from Britain's favourite AMIGA supplier -

White Knight Technology

If you would like a Casablanca brochure, please call.
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AMIGANET Ethernet	£ 179
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AMTCP/IP Software	£ Call
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Gateway shake PC World

News in brief

Gateway 2000 have sent shock waves through the PC community by thumbing their nose at Intel, Microsoft and Compaq, all in the space of a week. On the 14th of May Gateway pulled out of a merger valued at \$7 billion with the world's biggest PC manufacturer Compaq. Gateway CEO Ted Watt stressed differences in business practices between the two companies, stating that the Gateway vision was not compatible with Compaq's. Ted Watt, who is a majority shareholder in the company is also reported to be unwilling to accept any deal which did not give him equal footing. In a move being viewed as either supreme confidence or supreme hubris, Ted Watt followed this up with a scathing attack on the Microsoft/Intel duopoly. This move is viewed by

the industry as being quite extraordinary in the light of Gateway's reputation as a major proponent of the Microsoft vision and their close relationship with Intel. Ted Watt implied that he did not consider the current 'Wintel' duopoly to be healthy for the industry or good for the customer. During his speech at the PC Tech Forum in Burlington, California, he stated his belief that an OS should be a much simpler system, a front end, a navigational tool that allowed users to get on with their work rather than tied them up in OS specifics. He went on to suggest that users on average spend 27% of their time tweaking Windows95. Watt

outlined the vision of more accessible, functional and affordable computers, factors he believes are often lost in the rush for innovation. In the light of Gateway's positive noises about the Amiga OS, specifically praising its efficiency and friendliness, and their statement that the Amiga buy-out will strengthen our intellectual property position, it is hard to see what more that Gateway could do to persuade Amiga owners that they share a philosophy with the Amiga.

In other news Gateway strengthened their economic position with the announcement of a move to the New York stock exchange and a 3 for 1 stock split. The news sparked a jump in share value from \$61.37 to \$68.875 during heavy trading, 6 million shares changing hands.



The Superior Engine for Windows® Computing
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A1200s on sale!

Wizard Developments were selling new Amiga magic packs at the World of Amiga show. These were some of the first new Amigas to be sold to the public since the collapse of Escom. Amiga International are planning on getting their remaining stocks of A1200s into retail outlets as soon as possible. For the full story of the WOA show, check out the full report starting on page 12. Wizard can be reached on 01322 527800

Buddha Meets

Catweasel
 Jens Shonfeld of Individual Computers and Oliver Kast of Eleborate Bytes have teamed up to produce the impressive Catweasel plus Buddha card for Zorro II systems. The card has all the functionality of the Catweasel reviewed last month and 3 buffered IDE interfaces. The software package includes CacheCDFS and claims to handle all CD drives, hard disks, CD changers and removable media including IDE Zip drives.

Micronik Super Amiga!

Micronik are releasing the infinitely 1500 Z3 tower for the A1200. This comes with the new Z3 board which has fully A4000 compatible Zorro 3 slots and video slot. Most impressive is an A4000 CPU slot, which in this case will be populated with a PowerPC board.

Siamese Video

HIQ have announced availability of a demo video of the Siamese 2.0 system including RTG. The £5.00 video includes a £20.00 discount voucher, so paying for itself if the viewer decides to purchase the Siamese system. Phone HIQ on 01525 2113267 for further details. <http://www.elebase.co.uk>

16Gb CD-ROM

Sony have announced the development of high capacity technology for optical discs. The system is based on the development of a high power blue-green laser, a holy grail of CD development for years. The system is described as a significant advance on the DVD standard which stores 2.6Gb. DVD is already on sale in Japan as a music and video carrying medium. DVD drives will start becoming available as a computer storage medium towards the end of the year. Sony view the new disc technology as replacing DVDs for video recording, while the smaller DVD should provide

more than sufficient storage for any computer use in the immediate future. The new style discs will be about the size of today's CD, but will be able to carry an entire motion picture in high definition video format, much higher resolution than DVD can manage.



Epic sign Alien F1

Epic Marketing are to publish Paolo Cattani's technically excellent racing game Alien F1. Epic have told us that they have supplied the author with the track information he needed to implement realistic race tournaments, and have encouraged him to produce an arcade mode to balance the 'realistic' (read very very hard) mode. Alien F1 has generated interest from all corners since Paolo Cattani sent the demo in as a readers' submission to CU Amiga, appearing on the cover disks of two other magazines where. We will do a full preview of this impressive title as soon as we can get an update.



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by Jason Compton Jason Compton is Editor in Chief of Amiga Report Magazine

Stateside News

CD-ROM Filesystem and Mastering Update

AsmWare, the premier commercial supplier of CD-ROM tools for the Amiga, has released maintenance upgrades for their AsmCDFS and MasterISO software packages.

AsmCDFS 3.8 expands support to new CD-ROM drives and expands international language support. MasterISO 1.25b adds the popular Philips CDD2600 CD-writer drive to its list of compatible drives for creating your own CD-ROMs.

AsmWare makes all of its minor and maintenance upgrades available to registered users online at: ftp.asmware.com, www.asmware.com, or through their BBS at +905-332-9207.

Pretium 1.1 Released

IDD have just released the latest version of its Pretium personal checkbook and finances package. It is a fully integrated system, allowing you to print checks directly from your computer graph money flow and exchange files with Quicken and Microsoft Money on other platforms.

Version 1.1 adds expanded flexibility for tracking payments and payees, transaction sorting and the check printing and voiding options. It's also designed to work with any form of currency and is not hard-coded to dollars or pounds.

Pretium 1.1 is US\$54.95 and requires OS 2.x. Pretium is available from dealers or directly from IDD, 204 NW 25th Street, Gainesville FL 32607. A demo of Pretium is available on Amnet. IDD can also be contacted online at www.pobox.com/~idd.

PRETIUM

Amiga Developer Network Goes Online

One of the products of a resurging sense of unity between Amiga developers sparked at the Amiga '97 show in St. Louis is the Amiga Developer Network, maintained by North Alabama Society of Amiga Users webmaster Wayne Hunt. The ADN is now online at www.amiga.org/developer and is intended to be a cen-

tral resource for Amiga software and hardware developers to share discussion, contact information, and new specification initiatives which have grown out of the initial meeting.

World-Wide Amiga's
Amiga Developer Network

A European follow-up to the meeting was arranged for the May WDA UK show to be chaired by Nova Design's Kermit Woodall. Watch CU Amiga and the ADN for the outcome of that event.

Pangolin Releases Free Laser Control Software

The Amiga has always been good for "show control" - being used as the brains behind complicated light and sound effects machinery. Even to this day, Disney still uses Amigas in its theme parks. One of the pioneers in Amiga show control, Pangolin, has ceased its development for the

Amiga but has also released its Amiga laser show control software for free.

Technical support is, of course, limited for LSD1000, but if you're in the field it's certainly worth a look. You can download the software from www.pangolin.com/download.html.

ClickBOOM Announces Game Wish List

Continuing its role as the front-runner to bring popular PC game titles to the Amiga, ClickBOOM has launched a "game wish list", allowing Amiga users to vote for titles that they would be interested in buying, were an Amiga port available. This market research may influence ClickBOOM's future projects, although no specific plans have been announced other than the upcoming release of *Myat* for the Amiga.

So far, over 1500 Amiga users

have had their voices heard and as of this writing, the list is less than two weeks old. ClickBOOM allows up to three votes on any game you choose. You can reach ClickBOOM's page at home.nai.net/~clickboom, or mail them a list of three games at PXL Computers, Box 969, 31 Adelaide St. East, M5C 2K3 Toronto, Canada.



GamaSoft Announces Dealer Alliance

GameSoft, a growing Michigan-based Amiga distributor, has just announced plans to launch a "Dealer-Direct Network" to offer special promotional incentives to participating dealers for software titles GameSoft distributes.

Presently, GameSoft handles North American sales of LH

Publishing's DrawStudio, and is the exclusive North American distributor of the Final Development line of products. GameSoft's Contact, Ted Wallingford, can be reached at twalling@penthouse.mcom.com or, you can telephone the company on, 00 1 313-365-8414.

GVP Rescue Open for Business

GVP Rescue, founded by a former GVP engineer, is dedicated to just that - looking after your GVP products and offering repair services on the complete product line. It also has some new and refurbished GVP products at good prices. GVP Rescue will also repair A1200s and A4000s. Contact GVP Rescue at 910-790-3465 or 73143 231@compuserve.com for information.

Legacy To Include Deathbed

New Amiga videotape magazine Legacy will include the serialised video, Dave Hayne's *The Deathbed Vigil*, a video of the last days in the Commodore offices, in three 1997 issues, and will include hitherto unseen footage.

Legacy (the first issue will be released in June), will include over an hour of Amiga news, reviews, and information in each issue on VHS. Plans for European distribution have not yet been completed.

US subscriptions are being taken. Contact Legacy at 773-465-5158 voice, or www.xnet.com/~jcompton/legacy.html for more information.



Total Internet Solution

For Amiga owners who haven't yet signed up to the Internet, there's a whole world of news, views, hard-edged facts, and even the dreaded infotainment waiting for you. And now it's easier than ever to get connected, thanks to CU Amiga's special offers.

Everyone may have heard of the Internet but, frankly, the Amiga users who are on the Net are far outnumbered by those who aren't. And after analysing our reader surveys and talking to countless readers directly, we think we understand why. In the past, Amiga Net software was complex, explanations were technical, and it was never very clear exactly what the point was in the first place. There was also a problem with cost. We hope to make things easier this time, with the definitive explanation and a cheap, dead-easy method of getting your Amiga online. Read on for more.

Before examining what we can do with it, let's explain in basic terms what the Internet is. Going on the Internet means connecting our Amigas to a world wide


network of computers. The important words in that sentence are "world wide" and "network." The Internet spreads to each and every country in the world – but don't worry, you should only pay at local rates. The network aspect means that any computer on the Internet can send and receive information of any kind to any other computer on the Net. The speed may vary, but, from your point of view, there really is no difference in communicating with someone on your street to someone sitting in a shed in the middle of a blizzard in the Antarctic.

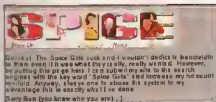
"Someone" because the

vast bulk of computers on the Internet at any one time are personal computers, just like your Amiga, with a single person behind the keyboard. They've all got on to the Internet in more or less the same way

Don't leave your destiny to chance
— The Internet is where you find your destiny

Even the most successful people rarely don't meet more than a few dozen of new people each year and usually have to compromise. The computer can check for you instantly thousands of people and find for you exactly the kind of people you are looking for. The computer doesn't break love apart but simply substitutes the random part of the usual dating, thus giving you a much better chance to meet with. Sometimes even a chance decision to go to the bus station 15 minutes later or earlier can change the rest of your life. <http://www.cuamiga.com> to meet or not to





▲ Above: E-mail is one of the most valuable aspects of being on the Net.

Hopefully the analogy has illustrated what an amazing thing the Internet is, now it's time to delve in a little further.

E-mail

E-mail is probably the best-known application of the Internet. In fact, the number one bonus of getting netted is that you get an E-mail address. From then on, you can write letters to millions of people in every country, it costs virtually nothing, and your letters arrive in a matter of minutes, rather than days. Perhaps you don't know anyone with an E-mail address? Lots of public services have them. You can write to television stations, newspapers, magazines like CU Amiga!, the Met Office, the police, your local MP, even the Pope has an E-mail address! Close to home, there are thousands of Amiga users with E-mail addresses. If you don't know anyone locally who can help out with your Amiga problems, or just talk about the Amiga, then there is no better way to find someone than via E-mail.

Just like you, there are millions of people that use the services on the Internet. Even though they may only be connected to the Internet for a small amount of time every few days. Before we get to grips with the technicalities of the Net, it's important to comprehend its size. If we must employ an analogy, it would be that the Internet is a huge, almost instantaneous post office that spans the world. This post office places no limit to how many letters you can send or receive, or to where and to whom you may send them.

In fact, the post office breaks everything up into tiny little letters with the correct addresses written on them. Thousands of letters are dispatched every second, and the "post office" reads the addresses to deliver the letters to the right letter boxes. But there's much more to be done than just mailing stuff — there's an entire world of information, services and communication that the Internet has to offer.



E-mail is even cheaper to use when you consider that it's not necessary to be connected to read and write E-mail. Just link up for about 30 seconds to pick up your mail. Then hang up and spend as long as you like composing replies. Another 30 seconds or so on is all it takes to send out a whole batch of replies. Quite obviously this is more cost effective than actually using the voice telephone!

World Wide Web

The World Wide Web (or WWW for short) has to be seen to be believed. If you have access to CD-ROM then it's likely you will have had a taste of what it's like, with the WWW pages we put on every cover CD. The basic concept of the WWW isn't hard to explain, but the sheer size of it makes a CD ROM look like a pebble on a fly's bottom. By using an Amiga Web browser, we can type in an address and, shortly after, view a document — one that can be laden with pictures, tables, sounds, information entry forms, search facilities, and a very great deal more.

Any document on the Web can have "links" or "jumps" to related pages or documents — despite the fact they may be in a completely different computer or in a completely different country. In all honesty, you can find anything you want on the WWW. If you're interested in it, simply go to a Web search page and look for it. And you'll find lots and lots and lots of institutions officially dealing with whatever it is you are interested in, not to mention individuals personally interested in your topic. You'll find information, specifications, home shopping, hints, jokes, and debate. All it needs is a click and you're there.

Chip Directory

Hosted by
hitex
Development Tools

WEB WIDE MEDIA
The world's first truly international advertising service

A subscription to the ChipCo Directory List, send a message to hitex@hitex.com with in the body message chipco1.
A mailing list is a group who want to be kept up to date after you have subscribed to it. You get a list of names and addresses of all the people who have subscribed to it.

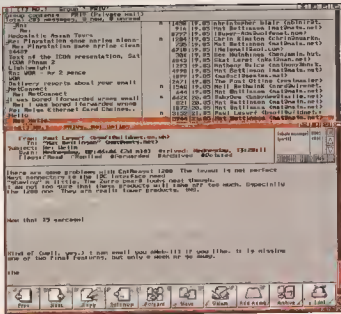
THIS will become the hitex new page, let us know what you think of it.

If your browser and modem are OK, you can see the new chipco directory address for the site.
(Click on a link if you have any trouble with it.)

Link Library



Here's a picture of an incoming E-mail folder in Microsoft 11. Too little "B" symbols represent E-mails that have been replied to.



Signing up with Wirenet

This is your chance to get hooked up to the Internet and save money. For this special offer, we have chosen Wernet, an Amiga-specific provider with software and know-how tailored for Amiga owners. In fact, Wernet are the only Amiga-specific Internet Service Provider that we know of in the UK - and their service is provided by U-net, the Werrington-based Internet outfit with the distinctive u-net.com tag address.

Here's the deal. Normally, Internet providers charge for connecting and then around £10 a month in additional fees. Wlanet have waived the joining fee for CU Amiga readers - £30 gets you three months service up front. If, at the end of that time, you wish to discontinue the service, you may do so without any further obligation.

For details of how to connect to Wirenet, please see page 9 of this issue. The NetConnect Lite package on the CD-ROM is specifically tailored to work with Wirenet.



There has never been any thing like the WWW, and arguably it's the greatest advance the human race has seen for a very long time. You can be part of this and make your own web pages – then millions of people all around the world can visit them. This is no idle exaggeration, it's absolutely true, and it's there for the taking. The question isn't "Is it worth it?", it's "How can I not be a part of this?"

Other things to do

Internet Relay Chat

A more costly but distinctively rewarding activity is Internet Relay Chat. When linked up, it's possible to chat to someone here and now or in "real time" as it's technically known. It's not limited to one person, in fact it's normally used by many people on a single channel. You can talk publicly so everyone else can see what you have to say or privately so they don't. It's a fantastic mechanism useful for sheer enter-



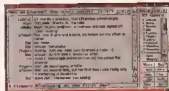
▲ ETP gives us access to the Amfest with its symbiosis of Amiga programs.

tainment value, or to instantly meet a group of like-minded people. The ever-busy Amiga channel usually has 10-30 people, and someone there probably has an answer to that question that's been nagging you.

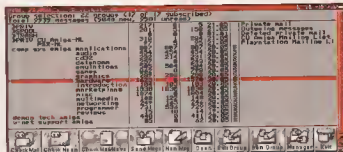
IRC isn't for everyone, though — it's easy to lose track of time and run up a considerable phone bill if you use it enough. Many people who use IRC limit their visits to the weekend special rates, and budget for how much time they may spend chatting on it. As with all Internet activities, you can use IRC at the same time as using any of the other aspects of the Net.

File Transfer Protocol

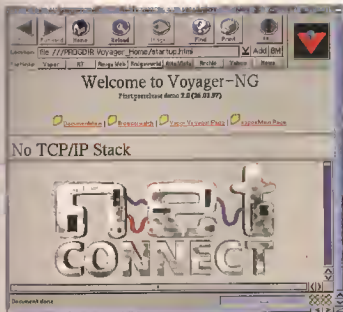
You can send files via the WWW but it's not ideally suited to it. Why do we want to get files? Well, wouldn't you like to lay your hands on any item of freely distributable software for your Amiga? There's talk about it. Then there are regular commercial CDs containing the recent additions to the Amnet. Imagine being able to search an entire several Gigabyte archive and download any of the hundreds of thousands of items of software after reading in-depth descriptions of the packages written by the authors?



▲ **Internet Relay Chat (IRC)** let's us talk to **any** other people at the same time, in real time.



▲ Manuscripts are wonderful things. Here are Amazon specific ones containing thousands of articles



▲ Seen here in Voyager-NG, the bottom frame contains the documentation for the NetConnect package. Right-mouse-click over this and select View Frame Full Window for an in-depth guide to the software.

Downloading is actually really easy with a File Transfer Protocol program, or FTP for short. Even if something goes wrong when downloading the file, it's possible to resume the transfer later on. Forget about buying disks from PD houses or trying to get software off your friends, if it's Amiga it's freely distributable on the AmigaNet, even if just in demo form. It's an incredible resource that clearly sets the Amiga apart from other platforms. The AmigaNet is the world's largest archive of freely distributable software on any platform and it's all

Amiga. Says something, doesn't it?

Usenet News

This is a kind of cross between IRC and E-mail. People write messages into a 'newsgroup'. Anyone else can scan a newsgroup, read its messages and post follow-ups. There are thousands of people reading popular groups with hundreds of postings. So things don't get lost: newsgroups use an intelligent threading method, so that messages of the same topic appear grouped together. It's only

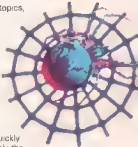


▲ Once a month is not enough at CU Amiga? Well, our web site is updated every few days with the latest up-to-the-minute news.

necessary to scan the topics, and enter those that interest you.

Messages can be posted to several groups, or to just one. There's no need to manually post to each — news clients will allow you to send a message to several groups. News can be read/downloaded online or offline. It can still be quickly read online because only the subjects of the messages need downloading: the full articles are only downloaded when you choose to read them.

All of the postings of particular groups can be entirely downloaded — so that it's possible to go offline, read them at your leisure, and reply at length without worrying about the cost of phone bills. Again, going online is only needed to post replies. The Amiga is extremely well represented in Usenet. The groups inside comp.sys.amiga include audio, datacomm, graphics, hardware, misc, marketplace, programmers and so on. The full name of misc would be comp.sys.amiga.misc but Amiga users often abbreviate this to *cas.misc*. As a forum comp.sys.amiga.hardware is probably the best area for help on Amiga hardware-related issues that you can find. It's filled



The NetConnect Software

The NetConnect software provided on the cover CD-ROM this month is a special exclusive CU Amiga 'Lite' version. Please note that this free version does have a couple of limitations:

- Each session using NetConnect Lite is limited to one hour's usage.
- Your version of NetConnect Lite will expire after 100 days.

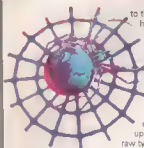
On offer to CU Amiga readers, the full version of Active Software's NetConnect Lite costs £44.99 (normal price is £99.95). But you don't have to upgrade. You could consider using other software such as Miami (which also has a one

hour limit but costs £20 to register), or the shareware version of the E-mail, FTP and WWW clients. Miami is easy to run — even the unregistered version will run one hour sessions forever (it will radial after humping up). So there are other options available...

While the NetConnect package is not cheap, it is a complete Internet package containing full versions of the very best in AmigaNet internet software. The package you choose may depend on your budget and how much you plan to use your new Internet connection. We'll explain matters in greater detail on the CU NetConnect E-mail mailing list, which you will start receiving as soon as you sign up with Wirenet. Floppy disk users, please see page 9.



▲ The search function in AmFTP is invaluable for searching the AmigaNet.



to the b'm with experts and hints on hardware. Again an invaluable resource. If you can't find a specific newsgroup full of the people talking about a topic close to you heart, something is wrong. There's around 20,000 newsgroups at last count containing several daily updated gigabytes of raw typed-in text from participants in groups from

alt:comp.british.blackadder to yolk.psychology group with alt.tv.babylon 5 and alt.fan.tony-hardy whack.whack.whack somewhere in-between.

Modems

Now you know what's in the Internet for you: what does it take to get on? Simply put three things together: a modem, some software and an Internet Service Provider (ISP) account. Modems are actually the simple part. By and large they're all the same, although they do have varying speeds, depending on the cost, and a branded modem does tend to be more reliable to a degree, as you would expect.

Modem stands for Modulator/DEModulator and, put simply, it converts binary computer data to sound, which can be transmitted backwards and forwards along a standard domestic telephone line. The bottom line is that the faster the modem is, the more data it can move over a telephone line in a given time, meaning you need to be on the phone for a shorter time to send/receive a given amount of data. Faster modems are cheaper in the longer term, so cutting back on expenditure in this area is largely a false economy.

The only kinds of modem we should consider are 14K4, 28K4 and 33K4 modems. The higher those numbers, the faster a modem is: for example, a 14K4 moves data at 14400 bits per second. The only kind not suitable



▲ Don't worry that your windows don't quite look like this, this shot shows a heavily customized GUI system. This window in Voyager's configuration will also need to be altered so it works 100%.

for an Amiga, thankfully, are the internal variety which plug into PC internal slots. Any external modem is guaranteed to work unless it's known as a "Windows modem" specifically rather than a simple windows compatible modem. A special lead will come with any modem and, again, will plug directly into the rear of every Amiga, be it a CD32. In the past, there were various ins and outs of getting a modem to work. Nowadays, things are much simpler and there's hardly a modem available that doesn't have a suitable configuration. If you want to be absolutely sure that no problems occur, you might like to consider picking up a modem from Active Software who guarantee it will work with their NetConnect software. Their prices on 28K4 and 33K4 modems are highly reasonable.

Given the modem is powered by the AC/DC plug-pack that's plugged into the Amiga via the provided serial port, all that's needed then is to plug the machine into a phone socket. Also provided will be a lead from the back of the modem which will plug into the phone socket. You may want to buy a double adapter so that a phone is plugged in at the same time. But you will need to ensure that you don't go picking up phone calls at the same time as the modem is online, however, as this will interrupt the Internet connection. A solution is to get one a modem with a pass-through and plug the phone into this. It's never possible to pick up the

phone on the modem then as it switches off the handset when online.

Obtaining NetConnect

Depending on whether you have the CD or floppy edition of CU Amiga, the way to install the provided Internet software differs. If you have the CD-ROM, all that's needed is to run the NetConnect installer inside the NetConnect drawer in the root of CUCD12. Skip to the section on installing NetConnect Readers of the floppy disk edition will need to obtain the CU Amiga 'Lite' version of NetConnect software from Active Software. Highly compressed it still needs five floppy disks, but Active Software will send the package at a cost of only £1.50 including postage and packaging. See their advertisement on page 108 or call Active Software on 01325-352260. There is another option and that is to use a modem terminal package to download the CU NetConnect Lite software from a Bulletin Board System (BBS). These are Amiga's, not on the Internet but connected to a modem permanently so you may dial in and use their system. For details on how and where to download the software from, see the coverdisk instructions on page 9. Be warned: at 4Kb in size, it can take up to half-an-hour on the phone to download, and longer with a slower modem. How you choose to obtain the software is up to you.

Installing NetConnect

After clicking on the Install NetConnect icon, you will be prompted for the components to install. All of the check-boxes will be checked. Leave them like that unless you already have a working MUI 3.7 or later installed, in which case uncheck this box. MUI is a system for drawing program GUIs and most of the components in the NetConnect package utilise it.

Next, you be asked where to install the NetConnect package. It will automatically create a directory called NetConnect so



▲ You'll need a box called a Modem to get you on the Internet.

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26



ILLUSTRATION: Brian Gandy

What Went Wrong?

It's hard to believe the Amiga was born as long ago as 1982 - when the dream emerged quite literally from a dentist's surgery. But ever since then, it's been bounced from one parent company to another, in a crazy, nightmare roller-coaster ride, with huge ups and long, long, long downs.

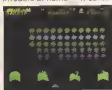
1982

The year was 1982 and the Atari VCS was the Nintendo 64 of the day. Playing Space Invaders at home



was making companies zillions of dollars whilst, in the UK, Uncle Clive was preparing to post us old folk the first 16K ZX Spectrums. Meanwhile, in America three dentists

had \$7 million burning a hole in their white pockets, and wanted to make an investment in the infant video games market. They formed a company called Hi-Toro, which later (thankfully) changed to Amiga, and took on Jay Miner, RJ Mical, Dave Morse and Carl Sassenreth.



We asked several of the leading lights in the Amiga scene for their views on where everything went wrong. How come the most powerful and affordable computer ever designed isn't on the desk of every man, woman and child on the planet? Who botched it, and why? Was it down to incompetence, or was it greed? Or was it down to sheer bad luck?



▲ Uncle Clive's ZX81. Built with the mass market in mind but failed to take off in great numbers.

1983

Code-named Lorraine (named after the wife of the HiToro president) was the ultimate video game console in development, featuring state-of-the-art custom



▲ 1983 saw numerous releases: *Metal's Armouries*, the Atari 800L... meanwhile, Amiga Inc were busy...

chips to provide unmeasurable graphics and sound. In Silicon Valley while Amiga built joysticks as cover, the Amiga Inc team got busy

However as the video game boom fed the killer games console started to grow into a computer, a disk drive here, a keyboard there. Some parallel and serial ports, and a modem were added to schematics. There was even a hardware PC emulator and digital telephone answering machine in the plans.

Why not save trouble and make the Amiga totally PC compatible computer to start with? Why use a Motorola processor? **Joyon Ralph:** 'At the time it was the only choice. The 68000 family did not offer a protected mode 32-bit memory model that was essential for a multitasking OS. It

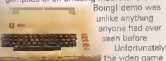
wasn't until the 386 CPU that Intel finally had a processor capable of running a real-time multitasking OS, and that OS didn't appeal as a mainstream PC operating system until the advent of Windows NT and Windows 95.'

The choice of a Motorola processor meant PC compatibility was never going to be easy. Was the 68000 a mistake? **Jim Hawkins:** 'Not really. Motorola chips are more elegant and in most cases deliver a lot more output per input. Apple still use Motorola chips, and although they're doing badly at present, they still have substantial market share. Users don't give a toss what's in the box. They want applications.'



1984

Although the custom chips hadn't been finished and only existed as huge breadboards of stock chips and wiring, the heart of the machine was ready to be shown at the CES Show in January 1984. Although hidden behind a partition, visitors passing up a nearby escalator could catch glimpses of an amazing machine: the



Boing! demo was unlike anything anyone had ever seen before. Unfortunately the video game

market was falling badly. Even Atari had made a few expensive mistakes (such as the ET cartridge in the desert escapade) and been bought by an ex-Commodore Business Machines employee Jack Tramiel. But Amiga Inc. was also in trouble, and needed external investment. The decision to graft computer interfaces to the original Lorraine looked like being a lifeline.

After a lot of fun and games with Atari, it was finally Commodore who stepped in at the last minute with the money necessary to complete the project. Amiga Inc could continue development.



1985

Commodore-Amiga made some changes to the Lorraine (the modem vanished, a memory was doubled to 256K and double sided disk drives included as standard), but in June 1985 the Amiga 1000 was launched at the Lincoln Center in New York, with the aid of Debbie Harry and Andy Warhol. It was amazing.

Gone was the pretence at games machines, this was a workstation - before the term existed. With a unique modern PC-style case which could house an external keyboard underneath and that special coloured tick badge, the A1000 looked

special. There was a two-button mouse, a 14MHz Motorola 68000 processor, 256K memory expendable to a whopping 512K, and a graphics display which could not only be genlocked but also offered a dazzling 4096 colours on-screen at once. And as for the operating system, no-one had seen a graphical orientated multitasking interface like it and the digital sound and speech synthesis made the current 286 PC look like a joke. However, serious errors were already being made.

Jim: 'The core problem goes right back to 1985 and a failure to seize the high ground for business and "productivity" whilst paying lip service to it. We know from people who were at Apple at the time of the Amiga launch that Apple thought the Amiga was going to slay them. As soon as they saw that Commodore were half-hearted about the "serious" Amiga and thought they could clean up much more quickly by promoting the Amiga as a C64 on rocket fuel, Apple ended up presumably IBM relaxed and went about making lots of money. Commodore ended up with a machine that fell between all stools and was consequently hard to

market to just about anybody in the States, they gave up on the games and business end and effectively handed it to Newtek to sell lots of Video Toasters, fly around in Lear jets, and behave like five minute rock'n'roll successes. The UK ruthlessly targeted fourteen year old nerds and sold a lot of A1200s to their mums and dads. The Germans used the higher end machines, presumably to design BMWs in their bedrooms.'



▲ In the UK a £4000 desktop games machine, as the US it sold lots and lots of Newtek Video Toasters.



▲ Glad to be grey? The all-singing, all-graphic Amiga made the C64 look ancient.

1986

The Amiga 1000 was cool but it was also expensive. Work started on the successor, the A2000. Two teams, one in America and one in Germany had designs, but the German A2000 version is the one that succeeded. Was the management at Commodore interested in the Amiga, or in the money it could make?

Jim: "If we assume that the general hardware and OS conception were good, then there's nowhere else for blame to rest than with Commodore US. The Commodore Board and CEO seemed to misunderstand just about everything, and they did it with

amazing consistency. They had a very good hardware and software development team, and in their anxiety to chase the nearest buck they steadily allowed the Amiga's head-start over the Mac and PC to be eroded."



These were other forces at work too: not least the growth of the PC compatible. Jolyon doesn't lay the blame solely with the Commodore bosses. **Jolyon:** "No, the Commodore management wasn't entirely to blame. It was because of the ruthlessly successful management of Microsoft by Bill Gates that all rival systems suffered

Gates that all rival systems suffered

Even the once-mighty Apple is now a mere shadow of its former self, despite doing all the 'right' things – adopting PPC technology early, enhancing the operating system, keeping up with modern technology and making their machines affordable.

Gates has twisted the world market into his model so successfully that if the computer doesn't run all the Microsoft applications than no-one wants it."

As Tejo Kinnunen points out, a lack of software didn't help.

Tejo: "The management contributed a great deal to the failure of the Amiga, but there were probably other factors, too, like the lack of serious business software and support from many major companies."

1987

The A2000 and A500 were launched. The A2000 came in a huge box with many internal expansion slots. In response to the growing dominance of the IBM-PC clone, it was even possible to fit a special "bridgeboard" and use PC-style expansion cards.

The A500 was launched in the UK on the 12th June, and did away with the expansion slots (besides a "trapdoor" memory and an expansion port on the side) to form a complete, single box unit. It sold for £587, and against its deadly rival the Atari ST it looked over-priced but extremely sexy.



▲ Commodore's market share-winning bundles.



▲ Commodore vs Atari: a regular spat.

1989

The Amiga's unique custom chips were upgraded slightly to produce the Fat Agnus, capable of addressing twice the amount of Chip RAM – a stunning 1Mb. But the Operating System was slow in changing. Why was it stagnating?

Jim: "It was strangled. The last few years of the Amiga saw a steady focus on the stupider end of the market, and since most games were throwing the OS away anyway, why spend money on W64.0?"

Jolyon: "Commodore lost too many good people towards the end. To Scala, to 3DO and to anyone else that would pay them. Microsoft figured that as they had a captive market, everyone would have to catch up with new hardware, and they were proven right."

Nowadays, the minimum requirements for an operating system, if it is to be taken seriously, are drastically higher than before. Things such as networking, quality

printing, disk recovery/repair, support for latest generation devices, object-oriented layout for development – all these things are taken for granted in a modern OS.

The Amiga OS is so far behind on all these things that nothing but a straight rewrite would remedy the situation – and if we're rewriting AmigaOS, it might be a good idea to remedy the design flaws in the low level architecture (particularly graphics/interrupts), and start from scratch."

1990

Overdue it may have been, but the A3000 was launched complete with the all-new Workbench 3.0. Out went Orange and Blue and 68000s, in came Blue and Grey and 68030s. The A3000 was the first 32-bit Amiga and came packed with features: A SCSI interface as standard, the ability to use standard VGA monitors. It was fast, sleek and many Amiga users today still rate it as the best Amiga ever made.

The CDTV also first saw the light of day. At a staggering £899, the CDTV was a 1Mb A500 and CD-ROM player in an extremely smart black box. Ahead of it's time it may have been, but "overpriced

and lacking in software" is what it was described as, and it sank horribly. (Existing Amiga owners got the A570 CD-ROM to play with.)

Jim: "The CDTV was rushed out to beat CDi. It should have had AGA and fast RAM and a faster processor. But it was engineered to a price that dictated an under-powered machine. But it was in many other respects a far better unit than the CD32, and with more money put in could have been successful. Still, it was no worse a disaster than CDi, and a hell of a lot cheaper."



▲ Black and sexy, shored Commodore. It's overpriced and the software's wrong, sold everyone else.

1992

The A500 ceases to be (although the A500Plus appears as a "limited edition" for a short while). The A600 was launched for £399. It was cheaper to make than the A500 (using Surface Mount technology) but offered less expansion and lacked a numeric keypad. Three months later the price of the A600 is dropped to £299 and a lot of users are very unhappy.

Jolyon: "The decline of Commodore was

the fault of top management. They were fanatical about making Commodore a \$1bn company. It was their dream and they totally disregarded all other business decisions to do this. They employed more people, they went after markets that they didn't need. They scrapped their most successful computer ever (Amiga 500) and then they released a new model (A600) that no-one wanted."



1993



▲ A4000, A2200, A600, A500, A2400, A300+. A1200... would you believe the market was confused?

Rumours of new chipsets were partly proved to be correct, with the launch of the A4000. Featuring the AGA's 16 million colours, the A4000 was the first Amiga to use the massively powerful Motorola 68040 processor although a cheaper 68030 version was also available. Existing as it appeared, the A4000 was far from perfect though.

Jolyon: "The A4000 was originally designed as an ECS Amiga, and the A2200 and A2400 were designed as a cheap replacement for the Amiga 2000 which would have had two Zorro slots, the A2400 four. It was a mid-range machine designed to sell for a few hundred pounds, with the Amiga 3000 remaining the high-end machine."



▲ By Christmas 1993 the A1200 was top dog

production machine, only a small volume test computer system for games developers. The design was lousy, the chip RAM bus was slow, the CPU card system was the same as on the Amiga 3000, which meant the CPU couldn't access motherboard memory at full speed. There was no SCSI, only CPU-driven IDE which killed CPU performance during drive access — a total disaster for multimedia.

But this didn't matter because it wasn't intended for production, just for a few games developers. The real machine was the Amiga 3000+. This was based on the A3000 motherboard, had AGA, fast SCSI, had the new DSP technology for sound and modem, networking, and fitted in a standard Amiga 3000-style case.

Unfortunately, in one of Medhi AIP's less clever moments, he decided that the

With the advent of AGA, the A2200/2400 board was hacked to include the AGA chipset to produce machines for early development. These were meant to be called the A5200/A3400, although only the A3400 was ever made in any quantity. It was never intended as

A3000+ would cost too much and scrapped the project, leaving Commodore with no alternative but to go into production with their cobbled-together prototype system — the Amiga 3400, or as it's now known the Amiga 4000."

Jim: "It was a dire design controlled by a PC-orientated head of engineering. It looks horrible, compared to the A3000. When it was unveiled to a bunch of developers including me at Modemhead we simply couldn't believe that they'd left the SCSI off. They managed to achieve some appalling hardware timing problems. It was horribly expensive. And to produce this they ditched the A3000+, which was a great design and would have been the first perfect Internet machine. As usual, we could see the American technicians and software support people trying to praise it through gritted teeth; again, they have been ignored, patronised, abused, and generally treated like garbage. The only good thing to be said for the A4000 was that it was a bit faster than the A3000 and had AGA."

The Christmas market was lost in confusion, as the A1200 started to appear on shelves. Outclassing the A500/600, it was the machine to own — if you could find one. The A1200 was one of the best Amiga's ever designed, taking the A500 approach but cramming in as much as possible. A 68020 was fitted as standard, the IDE interface was now starting to look like a good idea, and the new Workbench was showing Windows' users what a bit of intelligence and some custom hardware could achieve.

1994

A miracle of cost control, the CD32 was so very nearly a world beater. Riding the second video game boom wave, it could have been massive as it included the internals of an A1200 and a double-speed CD-ROM drive at a sensible price. However, no matter how much Commodore depended on it to change their fortunes, success was not forthcoming.

Jim: "It was never going to be. It was a last-ditch panic by the management. They knew that only the CD32 could save



▲ The CD32: "Commodore really believed the games houses would really round it."

very silly cost-reducing design screw ups. Commodore management really believed

them. That confusion between serious and silly that started in about 1985 reached its last act with CD32, which was too little too late, and had some

the games houses would really round and save the day through the CD32, actually they mostly said "goodnight" and bought more PCs."

Jolyon: "The CD32 hadn't been out long when news of the Playstation was leaked, and people wanted for the PSX or even for the N64."

In March, Commodore admitted to financial problems, linked to poor sales and their disastrous foray into the PC market. In April staff were laid off. Finally, Commodore went bust, and the liquidators moved in. Proceedings were based in the Bahamas for "legal reasons."

1995

After a long wait and a lot of rumours, ESCOM purchased the Amiga. They created Amiga Technologies, and announced a new Tower-based A4000 and the rebirth of A1200. Both machines appeared in limited numbers by the end of the year, and for once it looked as though



things might be going right for a change. Jolyon: "AT were a nice bunch of people, but three people working in a hut in Germany can't resurrect a computer system as far behind as the Amiga was. They were given a difficult task. Sell a computer that's three years out of date for £100 more than it originally cost into a market where no-one's develop-

ing games for it any more. Frankly it's a testament to their skill that they sold so many."



1996

After financial problems, most of them associated with a huge and rapid expansion of High Street PC shops, ESCOM go bust in July. Viscop make known their desire to purchase the rights to the Amiga. At a press conference in Toulouse, they announced their plans to support the Amiga computer and to use it as the basis of an Internet-friendly "set-top" box.

1997

More delays, more rumours and worse to come. Viscop fail to get the capital together to buy the Amiga. What went wrong?

"Possibly because the web of highly complex inter-company rights and ownerships set up by Medhi Ali and others to protect their interests made it very hard to

go forward. Possibly because nobody in the USA even had any idea how to sell the Amiga and still hasn't."

After another delay, it's announced that the new owners of Amiga Technologies are Gateway 2000, a PC clone manufacturer. What are they going to do with a machine which hasn't been developed since 1994?



Time Line

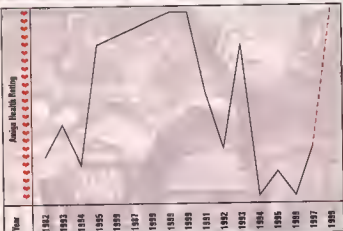
- 1982 Lorraine conceived
- 1983 Hi-Toro formed and Lorraine is designed as games console that can be expanded into computer
- 1984 First showing at CES. Hardware specs included 256K RAM, and amazing 4096 colours on-screen at once. Amiga bought by Commodore
- 1985 Launch of Amiga 1000, New York, June 1985.
- 1986 Work starts on A500 and A2000
- 1987 A2000 and A500 (£587) launched in March. (Spectrum Plus 3 goes on sale for £250, Atari 512STM is £399)
- 1988 A500 price cut to £499. (Atari 512STM is £299, A2000 is £1250)
- 1989 MusicX released. Viking graphics card and monitor offers a 1000 by 1000 flicker-free display in four colours for £1700. 512K memory expansion for A500 is £120. HiSoft BASIC is launched, and a Commodore A2620 card (14MHz 68020, 2Mb RAM costs £1615)
- 1990 A3000 launched, Video Toaster goes on sale. AMOS released. 85Mb hard drive costs £999
- 1991 CDTV on sale (£699). 88030 accelerator for A2000 costs £499. KCS Power PC Board (a hardware PC emulator for the A500) is £299
- 1992 Amiga 600 launched (£399, price drops after three months to £289)
- 1993 Amiga 4000 launched, A1200 launched.
- 1994 CD32 launched, Commodore go bust
- 1995 ESCOM buys Amiga
- 1996 ESCOM go bust. Viscop attempt to buy Amiga.
- 1997 Viscop fail to raise capital. Gateway 2000 buys Amiga
- 1998 Gateway 2000 take the Amiga to new heights and conquers the world. Or maybe not!
- 1999 World ends as giant mutant star goat eats entire Solar System

Great Failures

Commodore have had more than their fair share of disasters. The CBM64 was such a hit, they seemed to be under the impression they could sell anything. The Plus4 and C128 proved otherwise.

The Amiga A500 was a terrific hit, and sold more than any other home computer ever. However, the huge delay in upgrading it (rumour has it CBM lost the plans to the

custom chips and had to re-engineer them from scratch) and the eccentric CDTV didn't do them any favours. The CDTV was launched as a multimedia machine, and one of the words "Amiga" or "home computer" were banned. The high price and bizarre marketing policies didn't help, but as sales of the CDI prove, no-one really wants a hi-fi style box with pretensions.



Many thanks to the following for their time and effort. Apologies to those whose opinions we had to leave out due to lack of time, space and for legal reasons! Teijo Kinnunen: author of the premier Amiga music programme,

OctaMed and SoundStudio. Jim Hawkins: veteran Amiga developer, responsible for many Amiga and CDTV projects. Jolyon Ralph: Amiga programmer of all trades, from demos to commercial applications.

An interview with Eric Schwartz

Eric Schwartz made his name in the late '80s as one of the Amiga's most innovative animators. Life, the Amiga and Eric have all moved on...

CU: How did you first come across the Amiga and what prompted you to create your first Amiga animation?

ES: I've had an interest in the Amiga ever since computer magazines covered it in 1985-86. Back then it was the only thing that was considered to be a "graphics" computer. I already had a Commodore 64 at the time so my curiosity was naturally aroused. This eventually led to my parents getting me an Amiga 500 at the very end of 1988. At the time, my dad was pressuring me to consider something "IBM-compatible", but he since changed his mind. I wanted to create animations immediately but it took a while to get the right software for the job (this was the time of Dpaint II). I created my first anim "Stealthy Manoeuvre" shortly after buying a then-new piece of software called Moviesetter. The rest is history.

I plan to remain with the Amiga until my needs outgrow what it can provide

CU: Was the Amiga your first animation medium, or did you have any previous experience with more traditional animation techniques?

ES: I've been heavily into animation ever since I first grasped the concept. I have touched on such prerequisites as flip-books and super-8 film, and I did many crude early attempts with cut paper in a Terry Gilliam-ish fashion. I even tried out some very primitive animation software for the C-64 (all graphics for the entire animation had to fit on ONE screen). The Amiga

finally allowed me the freedom to produce some quality work and fuelled many improvements in style and technique. I'm not as good as I'd like to be, but I'm satisfied with how I've progressed over the past eight years.

CU: Name a couple of your favourite anims and tell us how long they took you to complete.

ES: It's hard to pinpoint specific animations that I would call my favourites, but there are several that tend to stand out. The Flip the Frog cartoons, Army vs Welker 2, Anti-Lemmings and Aerotoons such as Gulf Conflict and Unsporting seem to hold up pretty well, even considering most of them are five years old or more. I have a special soft spot for the Sabrina cartoon "Plight of the Artist", which was released on my CD-ROM (see review on page 70-71), mainly because it took the most time and effort to make. You didn't specifically ask, but I consider my worst animation to be "At the Movies" - it doesn't quite pull off the jokes in the way I intended.

The time it takes to do an animation varies a lot. Anywhere from six hours to six months. Most of what I consider my

better works could have taken between a few weeks to a few months, depending on length and complexity.

CU: Do you often look back and wish you'd changed bits around or are you generally happy with your finished animations?

ES: I'm usually pretty happy with an animation by the time it's finished. A lot of my older stuff looks crude to me now, because my abilities (artistically and technologically) have grown over time.



▲ There's a soft spot for Sabrina in Schwartz's heart.



The Schwartz file



Full name:
Eric W. Schwartz.

Age:
25, but I'll eventually be 26.

Computer setup:
A4000T. With 18Mb, Vlab Motion, Tocatta, CyberVision 64, extra serial & parallel ports, big hard drives, and stickers on it.

Also in the place there's an A3000, A2500, A2000, A1200, A500, A1000, and a CD-32!

Interests (other than Amiga):
Model-building (almost abandoned), drawing and cartooning in general. Oh, yes, I own two pet chinchillas, and have become a hobbyist chin breeder - although not necessarily by choice.

Successes:

Probably the biggest personal success is winning one category of the Italian B&T Movie contest (a prestigious international computer graphics event) enough times in a row that they asked me to take a break for a year.



consider it history though, and I probably wouldn't rework them: even if I was given the opportunity.

CU: Where do your ideas come from? Have they come in dreams as with *Bolifrog* supreme *Peter Malynoux*?

ES: Not that I know of. Ideas have come from all sources and are pretty much random, from observations to suggestions from friends. Usually, most of my ideas tend to stem for a while, which is probably for the best, as it improves a good idea and weeds out the weak ones.

CU: Where do you draw your inspiration from? Who were your cartoonist role models?

ES: I've always been a fan of the short cartoons of the forties and fifties, especially the work of Warner Bros. director Chuck Jones. Over time I've drawn inspiration from television animation such as *Beetman*, *Animaniacs*, and the rare *Batman* show to appear in the '50s such as *Dangermouse*. I'm more taken with animated movies and shows that are entertaining and show personality and humour more than just artistry or technical proficiency. To give an example, a favourite Disney film of mine from the last

As Halloween approaches, remember that a reserved approach to costuming is usually the best.



I'm a fairy princess ballerina
Power Ranger
Sailor Scout!

This year,
Try Darkness.

©1994 Eric W. Schwartz

few years was *A Goofy Movie*, a low-budget gem which I found more genuinely entertaining than their big musical spectacle films.

CU: Tell us how you put together a typical Amiga animation.

ES: The way I create animations has changed over time, but starts out with an idea, which is refined into a number of layout drawings and a rough storyboard to decide how the animation work itself will be done. Then the animation drawing commences, usually with the Disney Animation Studio software. I've done the actual drawing work several ways over the years, from drawing directly with the mouse to using a pen tablet or even drawing on the monitor and tracing it.

Nowadays I usually do all the drawing on punched paper and scan them. Once the line drawings are in the Amiga, I'll colour them with a paint package like *Paint*, *Brilliance*, or *Personal Paint*. If, like most of my work, it's a *Moviestetter* animation, I'll break the anims up into separate images and feed them into *Moviestetter* to create the *animbrush*-like "sets." The sets and background images are put together with sounds in *Moviestetter* to create a finished animation.

Moviestetter is an old piece of software, but there's currently nothing else with its capacity for efficient hobbyist animation.

CU: Have you ever tried 3D and if so how does it compare to drawing in 2D?

ES: I view 3D as just another tool, similar to the way many animation studios use 3D so they don't have to produce difficult drawings of vehicles and inanimate objects to use in 2D animation. I tend to



prefer the look and freedom offered by 2D animation. For example, it's possible to create images in 2D that are impossible to recreate in 3D, because a three-dimensional object has limits.

CU: It's possible to create 3D models to create animations which look exactly as if they were drawn in the traditional 2D manner. In the future, will you create your cartoons entirely in 3D?

ES: I tend to prefer the inherent freedom of 2D animation, but anything is possible. Currently, I don't have the skills in *Lightwave* to produce good character animation, but I may try to produce some experimental 3D works.

CU: Will you be with the Amiga right till the end and where do you think the machine is headed?

ES: I plan to remain with the Amiga until my needs outgrow what it can provide. I have "outgrown" a number of systems, but rarely have I run into a situation where I couldn't get by and never have I hit a problem that required a PC or Macintosh to solve. I have worked on an A500, A2000, A1200 and currently use an A4000T (with CD-ROM, Jaz drive, Vlab Motion, CyberVision 64, 18Mb RAM and 3 Gb of storage). I look forward to *PowerPC* or whatever becomes the next Amiga. ■

Interview by Jason Brown

◀ He's inspired by cartoons that are check-full of personality

◀ Disney Animation Studio provides most of the animation.



Welcome to the land of Amiga entertainment. A spooky multimedia CD

head to head, an interview with the author of TFX and the chance to see any game you want on the Amiga!



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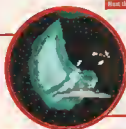
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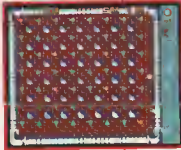
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Previews

Wendetta

■ Due for release: Late May ■ Developer: Vortex Design

■ Distributor: Isona ☎ 0500 131 486

People come up to me and ask "Andrew, why is it that Amiga games suck so much?" I point them in the direction of Speedball 2, WormsDC, Dune 2, SYOS and the like, and they say "Oh yeah, they're pretty cool, huhh hunt!" at which point I inform them they're watching too much Boobs and Butthead. The problem with Amiga games is fashion, and I'm not trying to imply that it's Jean Paul Gaultier's fault for programming in AMOS instead of rendering machine code. The point is that all the great games I've mentioned are based on scrolling screens, which the Amiga does

brilliantly, rather than 3D which requires the kind of horse power the Amiga is hard pressed to provide (kind of). Wendetta mixes old style 'sprites and scrolling screens' gameplay with the pseudo 3D tunnel effect familiar from many a demo. And it looks absolutely fantastic.

Wendetta spends most of its time as a horizontal blaster in the mould of Fraxion, R-Type or Project X. The difference is that the fantastic AGA graphics make all those games look primitive. The aliens attack in the standard swirling assault waves, but the ships are all beautifully rendered 3D objects and whizz around very

quickly and very odd. Every odd level or so, Wendetta bursts into 3D mode as you fly into a swirling tunnel, enemies spinning and spiraling as they hurtle towards the screen. The alien craft here are all pre-rendered so they spin and zoom at the same time without any loss of speed.

Promising fast and furious action, two player antics, and silly amounts of fire-power, Wendetta looks the business. But does the old fashioned style of gameplay survive into the modern era? If you don't want to rush and buy an import from Vortex Science to find



Wendetta: Attack of the killer alien space assassins!



out now, you'll have to wait for the full review next month! ■
Andrew Korn

Trapped

■ Due for release: Mid May ■ Developer: Oxiron

■ Distributor: Weird Science ☎ 0116 2340682

Im going to spare you the 'they said it couldn't be done' cliché. It's reeled out every time any Amiga game comes along with a Doom engine in it. Everyone knows that it can be done. Breathless Fearless, Gloom and Alien Breed 3D proved that years ago. Trapped is just another nail in the coffin of a scepticism that was buried ages ago.

On the other hand things like 3D levels, complex texture maps, full light sourcing, lens flare, unique 3D objects, all moving at a good speed on a ton's worth of acceleration is surely out of the Amiga's grasp.

Wrong. With coders like those who bless the Amiga community who needs 3D graphics chips? OK, so those coders and a 3D graphics chip, now you're talking, but until games start coming out supporting the CyberGL 3D graphics library on the CyberVision 3D card, you'll have to be satisfied with the likes of Trapped.

Trapped is a fairly unusual piece of software in the Doom clone world. It eschews the standard guns and blasters model for a slower, more thoughtful game of swords and spells. That's right, Trapped isn't just an every day Doom clone. It is a fully fledged RPG with a Doom engine. Think

Dungeon Master meets Genetic Species.

There is of course plenty of fighting to be done. Assorted bandits, bugbears and bats launch themselves at you and unless you are quick with your trusty steel, you'll see your own blood streaming down the screen in no time.

There are plenty of the standard sort of puzzles, but Trapped contains a lot more depth than that. There are much more complex puzzles than normal for this sort of thing, a variety of potions for you to collect, and a complex and unusual

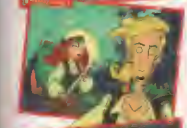


spell casting system. Spread over 13 levels, Trapped looks like the kind of game which could keep you glued to your screen for a long, long time. ■

Andrew Korn



ClickBOOM Wish List



ClickBOOM authors of the Amiga's top beat-em up game Capital Punishment and producers of the forthcoming conversion of MYST have announced exciting plans for the future of Amiga gaming. If you have been wondering when we would start talking about what these new PowerPC boards can do for gamers, then you'll be glad to hear that ClickBOOM and phase 5 have announced co-operation. Furthermore, we believe phase 5 is and will continue to be, the Amiga hardware leader. Therefore, we have selected Power Amiga as our future platform of choice.

The first game to get the PPC treatment will be MYST, but the exciting bit is that with the power that the PPC chip offers, ClickBOOM will be able to expand their policy of converting the best that other platforms have to offer. There are plenty of titles out there that the Amiga in its present state is more than capable of coping with - MYST being one example, titles such as Command and Conquer and Monkey Island 3 are others. With the power of PPC behind them, the whole thing is blown wide open, with market leading titles such as Quake, Tomb Raider and Duke Nukem 3D all suddenly becoming



entirely possible.

With this in mind, ClickBOOM have published a 'wish list' of games they would be interested in licensing and want to know what you, the Amiga gaming public think. You can join the multitude voting direct from the ClickBOOM web site on <http://www.clickboom.com> where an amazing 1500 votes were registered on the first day. Of course lots of you don't have Internet access, so to save you the trouble of posting to Canada, CU Amiga Magazine is taking votes for ClickBOOM. Just fill in the form below and post it to us. We'll send the whole lot over to ClickBOOM. If the incentive of being able to play the very best games available on your Amiga isn't enough, the excellent folks at ClickBOOM are giving 3 copies of MYST and 3 copies of Capital Punishment to 6 lucky voters.

AMIGA MAGAZINE

Your chance to vote for the future of Amiga gaming!

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<input type="checkbox"/> Battle Isle	<input type="checkbox"/> MDK	<input type="checkbox"/> Terminal Velocity
<input type="checkbox"/> Civilization 2	<input type="checkbox"/> Mech Warrior	<input type="checkbox"/> TFX
<input type="checkbox"/> Command and Conquer	<input type="checkbox"/> Mortal Kombat 3	<input type="checkbox"/> Theme Hospital
<input type="checkbox"/> Dark Forces	<input type="checkbox"/> Monkey Island 3	<input type="checkbox"/> Tomb Raider
<input type="checkbox"/> Daytona	<input type="checkbox"/> Need For Speed	<input type="checkbox"/> Ultima VIII
<input type="checkbox"/> Descent	<input type="checkbox"/> NHL 97	<input type="checkbox"/> VF
<input type="checkbox"/> Diablo	<input type="checkbox"/> Red Alert (C&C2)	<input type="checkbox"/> Warcraft2
<input type="checkbox"/> Doom	<input type="checkbox"/> Putty Squad	<input type="checkbox"/> Wing Commander 2-4
<input type="checkbox"/> Duke Nukem 3D	<input type="checkbox"/> Quake	<input type="checkbox"/> Wipeout 2097
<input type="checkbox"/> Earthworm Jim	<input type="checkbox"/> Resident Evil	<input type="checkbox"/> X-Wing & TIE Fighter

Just place a tick next to the three games you would most like to see on your Amiga and post this form (or a photocopy) to:
ClickBOOM vote, CU Amiga Magazine,
37-39 Millharbour, Isle of Dogs,
London, E14 9TZ.

Name: _____

Address: _____

Marbleous

■ Price: £7.99 ■ Publisher: Islona/Epic Marketing ☎ 0500 131 486

Marbleous mixes basic arcade and puzzle ingredients and serves them up quite nicely. Admittedly it's pretty standard stuff, you have to guide a marble along while picking up some use-



ful power items and find your way out to the exit. Once that is done it's on to the next level. The action is semi-con-

trolled by yourself using the mouse to select the direction in which you want the ball to travel. All this has to be done fairly quickly as the ball continually rolls as soon as the game starts - or you will witness instant destruction when you hit the sides of the walls surrounding the levels.

Alternatively, you can put down a stop sign or something which stops the ball from moving, but only for a limited time that is.



Some of the levels contain electrical currents, holes, moving platforms, the usual stuff that annoys us the most. Luckily if you're a bit slow like me, you can press the space-bar to pause the game at any time and work out your next strategy. The good news is that once you

have completed several levels you are given a password, so you can always return where you left off after you've given your head a well earned rest. There's none of this going back to the beginning nonsense that many games have adopted lately.

The only one thing I found a problem were the mouse controls - they were a bit fiddly and annoying at times. If you've played any puzzle games on a computer you'll know how frustrating they can be so frustrating they can make you want to throw your joystick at the screen. And, at other times, they will make you purr with satisfaction - whenever you've cracked a difficult puzzle of course. Most times it's worth getting past the irritatingly difficult bits just to achieve moments of real bliss and satisfaction whenever you kick a



game into touch. I persisted with this game and I was glad I haven't always liked puzzle games but this isn't a bad buy for £7.99. For that you get a hefty one hundred levels of brain-tickling fun. If you're looking for a challenging value-for-money addictive puzzler look no further than this. Bloody marbleous it ain't, but it is a bit crazy, quite taxing, and there are far far worse things to spend your money on. ■

Mark Forbes



Mega Typhoon

■ Price: £7.99 ■ Publisher: Islona/Epic Marketing ☎ 0500 131 486

When I sat down to play Mega Typhoon, my initial impressions were "Hey, someone's decided to no-off the old C64 shoot-em-ups that I used love playing!"

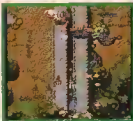
You start your mission with a lone starfighter with some very puny lasers. At this stage it's still

got a very handy set of lasers with which you can take out just about anything moving, but you'll have to set your joystick to autofire. While Mega Typhoon is a typical vertical shoot-em-up, you can move a little to the left and right while picking up some useful axis laser power-ups, missiles,

homing missiles, side-shots and axe lives. You can also press the space bar which activates a smart bomb weapon that effectively wipes out any opposing enemy ships in the vicinity. Once you've

got to grips with what's going on, it's on to the next world. As I said earlier, Mega Typhoon still reminds of some old C64 shoot-em-ups from the old days, which isn't necessarily a bad thing.

However, the game's title screen blurb claims that Mega Typhoon is "the fastest arcade action game ever made for the Amiga computer". The game is indeed fast, and the action is as frantic as anything you've seen on the Amiga in a long while, but the in-game graphics are pretty basic and colourless - chunky sprites are something that we shouldn't be seeing on today's Amiga. The sound is sadly lacking with only a few effects for explosions and lasers and a racey-but-unobtrusive soundtrack at the beginning. Mega Typhoon is a playable game, it's just that I've seen the Amiga do better with Hybris, Battle Squadron, Swiv, or Xanon 2 - all of which were released ages ago!!! In my opinion, what you



are getting here is a shareware game with a larger cut for the authors. Is the Amiga player getting his money's worth? Sorry, but I think not. Mega Typhoon is an average game that hasn't really much to offer the already saturated shoot-em-up genre. Which is a shame because we all know that the Amiga can do so much better than this. Instead, check out a CD-ROM game called Wendetta, which is also from Islona, and which is previewed on page 38 of this very issue! ■

Mark Forbes



TURBOPRINT 5

Printer Enhancement Software

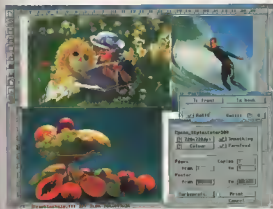
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- Allows you to **individually control** brightness, contrast and saturation.

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The Graphic Publisher lets you display and print graphics of various formats - JPEG, IFF, GIF, PCX, PhotoCD and more.

Place a number of pictures on a page, create multi-page documents and **large posters** - almost a DTP package!

Allows **individual** control over brightness, colour and sharpness for each picture.

Print **24-bit** graphics with 16 million colours and oversized posters in **full colour and resolution**.

- True colour display** with **CyberglyphX** on third-party graphics cards, 256-colours display on AGA Amigas, 16-colour dithering on OCS/ECS models.
- No unnecessary proofs**. TurboPrint's preview function lets you modify certain parameters (e.g. brightness or gamma) **on screen**.

EASY TO USE

- Clearly laid out menus and **intuitive** controls following the Amiga 'Style Guide'. Hotkey activation is available at any time.
- Hard copy** function allows easy printing of screens.
- Competitive with the entire range of Amiga software products. "Printing as usual" - but with **TurboPrint's perfect quality**.

- Supports even the very latest printer models - Canon BJC 240, 620, 4200, Citizen Printiva, Epson Stylus 400, 500, 600, 800, HP 690C, 694C, 870cxi, and many more.

Requires an Amiga computer with OS 3.54 or higher. Hard disk is recommended.



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Return Voucher to: **WIZARD DEVELOPMENTS, PO BOX 493, GARTFOND, KENT, DA1 2JH.**
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Checks should be payable to WIZARD DEVELOPMENTS. Price includes VAT & postage to the UK mainland. Please add £5 for EC destinations and £10 for other countries. Subject to availability. E&OE. All items are subject to our trading conditions. Copy available on request.



The Hidden Truth

■ Price: £24.95 ■ Publisher: Sadness Software © 01263 722169

First came Women of the Web, and now Sadness branches out into the Fortean. Weirdness of the Web, anyone? Or would you rather see an Epic Encyclopedia which has been positively possessed?



▲ The Hidden Truth's custom, home-based front end: a rather stylish HTML design.

There is a saying that if you give an infinite number of monkeys any infinite number of keyboards, they would eventually write Hamlet. As someone recently pointed out to me, the Internet proves them wrong. Instead they mostly produce web sites about

mentation by pallid, extraterrestrial, three-fingered aliens.

The Hidden Truth is a collection of these web sites. Finding your way through the masses of paranormal rubbish to find the good stuff is hard work - not to mention a strain on your phone bill. So why don't you let the lads from Sadness do the job for you?

That was the idea behind this controversial Women of the Web CD too, although "UFO" or "ESP" or "Mysteries" brings up marginally less hits on a search engine than typing "Bebe" or "Sex" or even "Celebrity".

If you tried WOTW, you'll find significant changes in the presentation of The Hidden Truth took the images and presented them in a visual database system designed using the web page

language HTML (Hyper Text Mark up Language). The Hidden Truth actually presents full web sites the way we do in the WWW section of our CUCDs. The presentation is excellent: a strongly designed menu system allowing you to negotiate your way around the large collection of web sites.

As well as web pages covering everything from abductions, alien (the 20th Century equivalent of demonic possession) through to Zeta Reticuli, homeworld of the Greys, there is a very nice gallery of UFO photos and a page full of film and sound clips. The subject matter stays pleasantly around films, sci-fi, unusual meteorology and space technology all finding their way into the melting pot. There is enough here to keep an interested reader going for a VERY long time.

Presentation

One area I looked at closely was the technical presentation of the CD, which I felt was a bit downy Sadness' previous effort, Most Intimators have Macs and PCs and are better catered for on the web browsing front, with graphics cards and easily available players for all sorts of anim and sound formats. WOTW seemed to rather ignore the Amiga user, with no support for movie clips and the choice of CybergraphX or a worthless 64 colour PAL mode for AGA owners. Sadness have taken these complaints and done everything it can to address them, and I have to commend the company for doing a very good job of it.

When you click the Hidden Truth icon in the Amiga drawer, you're presented with intuition requesters offering you a choice of screenmodes covering OCS, AGA and CybergraphX users, a

choice of number of colours, and finally the option of displaying in grey scale. When you have gone through this simple procedure you have a demo version of AWeb 2.1 up and running in the screenmode of your choice. Proper configuration of external viewers means that you can now click to view AVI and MPEG animations straight from the browser the way you should, and WAV files of all sorts can be played equally easily.

I still have reservations about the presentation, but compared to WOTW these are mere quibbles. Choosing AWeb could be defended on the basis of its stability, but it does leave AmigaGifs unwelcome, although you could use your own web browser. The other quibble would have to be that Sadness has designed its menu pages on graphics-card-based Amigas and hasn't quite got them to suit AGA machines. There are just a few too many colours, and despite the use of a utility for optimising pen gibbering the pages can get a little messy on 256 colour displays. Nevertheless, it looks good, it is absolutely packed with data, and although a graphics card makes the thing run a whole lot better, it is actually well worth using on AGA, which WOTW simply wasn't. ■

Andrew Korn



▲ Graphics cards make a real difference - the inset shows a 256 colour AGA display. Too many colours!

THE HIDDEN TRUTH	
Amiga	system requirements:
Amiga	CD-ROM drive, AGA, 4MB RAM,
Amiga	675 card and 10MB recommended
Amiga	presentation 85%
Amiga	depth 85%
Amiga	entertainment 85%
Amiga	OVERALL
Amiga	Less polished, than its rival but more to explore.
Amiga	90%

The Epic Encyclopedia of the Paranormal

■ Price: £19.99 ■ Developer: Epic Marketing ☎ 0500 131486

Epic Encyclopedia has been such a success it's spooky. Doing a special version on what is a very fashionable topic seems like a logical step and as far as my Truth-is-Out-There-style rasercheras can find, the simultaneous release of this and Hidden Truth is just a weird coincidence.

In complete opposition to the Sadeneess disc, this one is entirely a custom approach. While I'm sure there was plenty of research done on the web, all the material in the encyclopedia is written specifically for it and is presented in a strict encyclopedia form, rather than the World Wide Web enarchy of the Hidden Truth. Instead of wandering randomly about, finding your way by luck more than judgement as with the Sadeneess CD, you look up what you want to from an alphabetical list, and can even do searches to find the topic you are after.

On start up you are presented with a variety of options. You can check out a slide show of assorted images, or if you have a bit more memory you can watch a multimedia presentation with music and a voice-over. Once you have tired of that you can enter the encyclopedia proper, which is divided into subsections such as UFOs and Aliens or The



▲ A very polished and professional layout and system. Navigation is easy and the gadgets are very well thought and laid out.

Unexplained, an odd choice which can lead to some hunting around for the entry you are looking for. Select a subsection and you are offered a subject specific multimedia demo or you can enter into the Encyclopedia proper.

Polished end

Its front end has been polished up and cut down a little to make it more appropriate to the disc. It looks very good and runs smoothly but a weird bug in the display causes screenmodes to be problematical. If your resolution is 400 pixels deep you can't click on the gadgets. NTSC, Euro 38 and Euro 72 modes leave the encyclopedia useless. You can cycle through the various images, play sampled

sounds and voice overs or view film clips from the click of a gadget.

The text appears, in a rather cramped form in a box at the bottom of the page with a couple more gadgets to print the text out or to view it in a much easier-to-read form on a full screen page with mouse controlled scrolling. The multimedia button, such a blessing on the full Encyclopedia, is

missing. This was a huge bonus on the main CD, but its absence is not much of a problem. With a lot less entries to churn in, you won't find yourself struggling to find anything to look at. The wide variety of entries are covered in reasonable depth. Film clips in particular have improved, the film lion lighting up far more often than before with a good selection of animations of all sorts to view.

The content of this disk is rather populist. Although open minded on the subject, I don't like to see pseudo science presented as fact with no dissenting voice, and there is far too much of that in this disc. Of course there is even more on the Sadeneess disc the difference is that with the web stuff on the Hidden Truth, you know that half of it has been written by kooks anyway.

Misinformation

Any Encyclopedia claims authority and accuracy and should therefore be sure of its facts. In a long tradition of encyclopedias of the paranormal, publications rarely bother with scientific accuracy or balance, as their audiences wouldn't accept that there isn't anything but the flimsiest circumstantial evidence that a UFO crashed in Roswell or that there have been less planes and boats missing in the Bermuda triangle

than off the Cornish coast. This CD falls firmly into that category.

Forget the encyclopedia tag – you won't learn a thing about the real world from this CD. It's here entirely to intrigue and to thrill. Which it does with its brilliant, presentation. I'm just not sure that it does the reputation of the non-fiction Epic branded Encyclopedia any favours.

Which to buy? A hard choice. They are surprisingly different and you wouldn't feel you had wasted your money if you got both. As a rough guide, Fortean Times readers will love the weirdness of the Hidden Truth, while readers of the less sceptical Encounters magazine are more likely to find the Epic offering to their taste. ■

Andrew Kom



▲ A gravelly (and, alas, somewhat comely) voice greets you as you visit each section. This is UFOs and Aliens.



PARANORMAL	
AGE	system requirements: 2x CD ROM, VGA, 4MB RAM
MODES	Some features require DMA
AGE	presentation 94%
AGE	depth 90%
AGE	entertainment 88%
AGE	OVERALL
AGE	Fine polish, nice price, but a little shallow.
AGE	87%

Reach for the stars

With the Amiga conversion of TFX under his belt, Charlie Wallace now has a few questions left to answer...

Name: Charlie Wallace

Age: 30

Occupation: Game programmer.

Biggest Successes: *Worms* and *TFX*

CU: How did you get into computer games development?

CW: I started at school when I was 11 writing games for 8-bit computers and started doing magazine listings. I was then approached by a small publisher and went from there.

"There were two real problems with the Amiga version: speed and memory"

CU: What projects did you work on before *TFX*?

Early game compilations like 100 Games for Your ZX81. At Mr Micro I was lead programmer on the PC version of *Barban* and worked on *Amiga* and *ST Elite* - my introduction to the Amiga. Afterwards I worked for an arcade company designing and building arcade games. It gave me easy access to video game ROMs allowing me to do conversion work easily.

I wrote demos and shareware for a large Amiga demo group. I enjoyed working on the Amiga, it was a refreshing change from the PC. A friend in the group had interviewed at DLD and had told them about me, and so off I went to do *TFX* Amiga. After that I worked on *EF2000*, *Worms*, *World Rally Fever* and some military stuff that I can't talk about.

CU: On a visit to DLD a long time ago, we were told the PC original was written in C, which would be ported to form the core Amiga engine. Surely speed would be a problem in this case?

CW: *TFX* was written mainly in C, with around 30% in assembly language. Using SAS/C on the Amiga I ported over the C,



simulating a lot of the PC function calls. That gave me the ability to use the raw code from *TFX* PC without having to rewrite the MSDOS specific parts. Then I ported over the 80x86 code to 680x0. From that I went through and hand optimised that code.

Most of the development time for the Amiga was spent trying to get it faster, exploring new avenues, copper tricks, chunky to planar and so on. I also had to add more assembly than the PC version to get more speed out of it. We tried as hard as we could to make it playable on the base A1200.

CU: What was your level of input on Amiga *TFX*?

CW: I was lead programmer and did most of the work, alongside Russell Payne, the designer of the original 3D engine and eventually joined by Steve Monks who came in to finish off the project, because I had to go and work on *TFX* for the SG1.

CU: What problems did you encounter during its development?

CW: There were two real problems with the Amiga version: speed and memory. We had a game that was meant to run in 8Mb on a 486DX66, that we wanted to run on a 68020 with 2Mb of Chip RAM. The speed was just a question of profiling/rewriting and hand optimisation of even the compiler generated code. The memory was harder. We had to drop a few features, some of the worlds weren't quite as complex, sample sizes were reduced, and we had to cut down on object com-



plexity. At the end of the project we were looking for a few kilobytes here and there.

CU: Why was Amiga *TFX* not released?

CW: Ocean felt that the market wasn't strong enough when it was finished. It was up to them to release it. We just waited to hear I moved to Team 17 and am still waiting.

CU: With major technical innovations in *TFX*: texture mapping, shading, the virtual cockpit... Were you pleased with it?

CW: I was pleased with everything but the speed. I'd have preferred to have spent more time on it but we couldn't. I did keep working on it after I left and started to make it Workbench compliant so it could run on SVGA monitors and special graphics cards. We had a lot of plans for it, but they were scuppered by the goings on at Commodore. It does look nice against other Amiga flight sims. I was pleased that we kept the flight model as close to the PC version as possible. In fact it had some improvements over *TFX* PC as the guy doing the model had more time to work on it and sort out a few problems. We also had the feedback from the PC owners and could make changes here and there.

CU: What are you working on now?

CW: I'm at Dreamwork's SKG Interactive working on the *Last World: Jurassic Park II*. It's a very complex system and we're really pushing out on this one. It's already been called a Quake killer. There's more information for your readers at: <http://www.trespasser.com>

Tips Central



Super Stardust: CD32

Team 17

We start off this month with a few old CD releases. Team 17's Steve Haley has given us some wonderful codes for Super Stardust! Here we go:

7777777777 - Level 1 (Tons of Lives!)
 8E5UAAAACEY - Level 2 (4 lives)
 CBSUTAAAGDG - Level 3 (2 lives)
 O8SUSUARHJD - Level 3 (5 lives)
 EDZZVZSKGP - Level 4 (3 lives)

Roadkill CD32

Acid Software/Gulldhall Leisure

This next lot of codes come from no less than the Gulldhall Leisure game tester Georgy Brey. Take it easy Georgy boy!

Level 0 - LOPONTNJO
 Level 1 - LOPONRNCNM
 Level 2 - LOPONUPOCK
 Level 3 - LOPONTMBCH
 Badlands Mega Smash - HQPOOCENT

The Clue CD32

Nao Software Productions

Hannes Saferst of Nao Software very kindly gave me quite a few codes for the CD version of this game. Thanks Hannes!
 290272, 030673, 145367 823264, 253153,
 569875 0209074, 361791 477321, 788196

Kang FU CD Amiga/CD32

Great Effects Development

All da vey from da Netherlands, Kang FU had some nice graphics, but sadly never seemed to make much of an impact. Oh well, here are some handy level codes!
WALLY, BONGD, KLASS, LONDO, RIKEL

Castle Kingdoms

Mutation Software

Here is an exclusive cheat for Castle Kingdoms from Mutation's knight in shining armour himself. Mr. Adrian Cummings! If you pause the game during play and press the keys A, R, C and press the left mouse button and fire but-

Taking over the tips helm from long time officiating Matt Broughton, this month we welcome Mark Forbes with more cheats and hints, while Tony Gill is on hand to answer all of your adventure game conundrums.

ton on your joystick all simultaneously you can actually skip through all the castle's levels with the function keys!

Tommy Gun

Mutation Software

A big thanks to Adrian Cummings, the man behind Tommy Gun, for providing these very tasty codes for us:
Paradise Island - 442244
Fairground - 887377
Shy Fortress - 835000
Space Mountain - 730098

CyberPunks

Core Design

Yep, it's Adrian "lick my boots" Cummings with another useful cheat! Core, thanks Adrian! While playing, try holding down the keys R, G, B and the left mouse button and the fire button on your joystick simultaneously. The screen will flash and pressing F1 to F5 for all the missions, while pressing 1 to 4 on the keyboard selects what deck you want. Pressing A will give you a sentry, while key S gives a party shield and D a robot. Z, X and C gives you different weapons. Finally, a quick poke of the Left shift gives you a smart bomb.

Tiny Troops

Vulcan Software

Paul "Heavy chesty" Carrington of Planet Vulcan kindly gave me an excellent cheat for all the levels to be played or skipped in Tiny Troops. All you have to do is go to the selection screen at the beginning of your game and then click in the top left hand corner of the screen, and now if you type any 2 digit number (ie 09 or 26) you'll be able to play the sixty plus levels no problem!

Minskies The Abduction

Binary Emotions/Gulldhall Leisure

Thanks to all the boys and girls of Binary Emotions (just kidding lads, honestly!) for the following helpful codes for Minskies. At the very first level called Boo Cake, type SPIRAL and you should see the screen flash. This will

activate the level skip and you can now play any level on any difficulty setting! Enter the word FOREVER just like before and you will have infinite credits to play with!

F-15 Strike Eagle 2

Gulldhall Leisure

If you still fancy yourself as a real Top Gun like Mr. Brey of Gulldhall does, then you will have to press CTRL, R and ALT simultaneously then your ammo will be constantly replenished! (Tony! When are we gonna get our mitts on TFX then?)

F117A: Stealth Fighter Gulldhall Leisure

While starting the game, choose to run a stealth mission but this time don't give your aircraft any air to ground missiles. When you get a ground target within range, press 7 and U simultaneously and the target will have been destroyed! Yeahhh!

Hillsea Lido

Vulcan Software

Paul "the illogical Vulcan from planet V" returns yet again to share with us this great cheat for the only seaside simulator in existence. When you go to save your game usually using a function key, press the Help key instead and you'll get 1000 smackers!

You need help pal!

If you need help on any game, or you have some tips you'd like to share with your fellow readers, write to **Tips Central** at the following address, marking your envelope Adventure or Arcade accordingly:

**Tips Central,
 CU Amiga Magazine,
 37-39 Millthorpe,
 Isle of Dogs,
 London E14 9TZ.**



Zak McKracken

I'm going mad with frustration, as I can't find the white crystal in Zak McKracken. And when I do find it, how do I use it as there is no one left to teach Zak? Please Help!

Neil Cathcart, Hellenburgh

The white crystal is conveniently located - on Mars! Oh dear, not your day is it? The exact location is inside the Crystal Chamber. You will need someone else with Zak as the puzzle cannot be solved on your own. One person presses the button on the small box while the other grabs the crystal. As you need to be pretty quick on the keyboard to carry out this task, I suggest you use the game's function keys option to help you move faster.

You don't need anyone to teach you how to use the crystal, you simply use it along with the other crystals in the final section of the game inside the Earth pyramid.

Eye of the Beholder II

I am stuck on level 2 of the Priest's Temple. I have opened all of the doors apart from one that requires a special copper key. I have searched everywhere for it. Please can you tell me where it is?

E. Winnett, Rochdale.

There are copper keys all over this part of the game. One is to be found by searching a bed, another is dropped by a priest when he is killed, and yet another is found in an okow which is reached by smashing a black statue and pressing the secret button which is hidden behind it. There are another couple of copper locks on this floor which do require special copper keys, but here I have both good news and bad news for you. The bad news is that there is no key to be found for these locks. Gloom! However the good news is that a thief can pick these locks should you be lucky enough to have one in your party. You will of course also need a set of lockpicks, but I'm sure you'll have no trouble finding some of those.

Dreamweb

I've killed Crane and Sterling, and now have got as far as gaining entrance to the Sartain Industry building using the code number from Eden's cartridge. However I cannot gain entrance past the computer in the entrance to the building. What am I supposed to do? Please help!

R. Smith, Emworth



Well perhaps you are trying to be too clever. I've never met a computer yet that didn't respond to a smack in the mouth! Try using Ryan's gun on it and then see if it will want to stop you. Computers will only take over the world if we are too stupid to think of smashing up their power supplies.

Secret of Monkey Island

I'm badly stuck in this game as I don't know how to get a crew. Can you help me?

Tony Oldham.

The first person you need to recruit to start forming your crew is the prisoner. You'll find that by grabbing logs of saws from the bar. Use one mug on the barrel of frog then make a run for the jail. As the frog melts the mug you can transfer the Big Red to the next empty mug. You can use the nasty grag to melt the lock on the cell door. You can now recruit the Squiremaster into your crew. Next up is Mc Meathook from the house at the top of the island. You'll need to use the cabbie chicken on the wire to get there. Talk to Meathook, and then be prepared to tackle a murderous winged devil to solve the test.

Leisure Suit Larry II

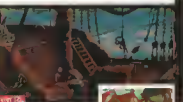
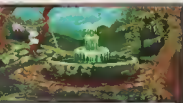
You must help me! I'm only thirteen, but I have had my Amiga for 5 years now and have completed many games in the Quest series such as Police Quest and the Leisure Suit Larry games. Now I'm having problems with Larry II as I can't find the boat. The only screen you can even see any ships on, is the screen with the Scurry Dog Bar on it.

Mark Cook, Norwich

Look lads, we are not talking rocket science here, there is no problem to solve, you simply have to work in the right direction to find the ship. The location is in the lower-right hand section of the map where there is a man standing behind a gate. Go south from the Scurry Dog to the Barber Shop, then east to the gate. Simply show him your ticket and you're on your way to sea, and something else beginning with 'S' that I'm certainly not going to discuss here.

Flight of the Amazon Queen

I recently got Flight of the Amazon Queen and I have come to a complete standstill. I have just opened the door guarded by the dog and I



have a file, blueprint, baseball bat, journal, knife, comic book, flower, vacuum cleaner, money, Cheese Britz, dog food and a lighter. What do I do next?

Chae Kies Lee, Cumbria.

Well I'd stay away from that dog for a start, as you are nowhere near ready to deal with it. In the room where you found the letter you can also find a squeaky toy in the foot locker. From the faye you can move northwards into the library where there is a photograph (that's a record player to you). Play a record and this will reveal a secret elevator. Move south from here and then read the letter. It's a "Dear John" letter so who hence to give it to John. John who is guarding the corridor. Having read the letter, John will be in no state to stop you moving past to find an office where a guy called Henry is waiting.

Simon the Sorcerer

I have been playing Simon the Sorcerer for five weeks and it's very hard to pick up the axe. So will you help me? Also, what do you use to get down the hole on top of the dragon's lair?

Luke Sykes, Hull

Perhaps the reason that it is hard to pick up the axe, is because you aren't supposed to! There is a woodcutter who wants a new axehead, but there is no axe to pick up. What you need to do is use the metal detector in the icy wastes to find a rock which you can take to the blacksmiths and use it on an anvil to discover a fossil. Give the fossil to the paleontologist and that will make him move to the icy wastes and start digging. Now you'll be able to find some magical ore amongst the dirt which the fossil hunter throws out of the hole in the icy wastes. Take this ore to the blacksmiths anvil to get a new axehead. That's what the woodcutter wants!

As for the hole in the roof of the dragon's lair, well you are going to need the rope and the magnet from the wizard's house, plus the hook from inside the dwarves cave.

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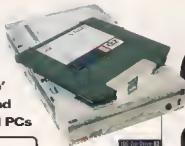
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We've got kit and loads of it! This month we take your Amiga over to the 'dark side' with a range of hardware and software to extract usefulness out of IBM PCs



3.5-inch floppy disk

50 Final Writer '97

Larry Hickmott, the Amiga's word processor and DTP guru, checks out Softwood's latest version of its classic Amiga word processor.

54 Siamese RTG

You've seen the preview, now it's time to check out the incredible Siamese RTG - Amiga screens in a window on a PC? Wow!

58 PortPlus

Dual serial and parallel port expansion for the A1200 but without using PCMCIA or the trapdoor? Find out where it fits, here.

59 Burn It

The latest Amiga CD-R recording software checked out in full. This one does Disk-At-Once mode for proper audio mastering.

60 Amiga-PC Links

The ICS Gemini system and Weird Science's NetworkPC both let you share files between a PC and Amiga. Which one is best?

61 Accelerators

A duo from Power Computing. The Viper 1230LC 42Mhz 4Mb unit and an ultra-cheap 4MB RAM card are put under the microscope.

62 Topolino

Fancy one of those flash Logitech thumbballs from Dixons? You'll be needing a PC mouse adaptor and oddly enough we have one here.

62 Insert 104

Just in case you want to use a PC 104 keyboard on your Amiga, the Insert 104 will let you, is it worth the hassle? See for yourself.

63 Air Mail

The latest version of a long extending E-mail package for the Amiga is it worth the money or are PD equivalents better?

63 IDE Zip Drive

It's finally here. The IDE version of the fantastic 100Mb Iomega Zip drive. Andrew Korn checks if it works as well as the SCSI version.

64 PD Scene

In PD Scene this month we have the most deranged game the Amiga has ever seen in 'Kick It'. Don't believe us?

66 PD Utilities

Holy cow! More free utilities and the best and worst of the Amiga productivity scene including a CD file system that works. Hoorey!

70 CD-ROM Scene

Just the thing for that CD file system, lots of juicy 600Mb CD-ROMs to stoke your CD drive with. Eric Schwartz gets a look in too.

72 Art Gallery

Merveilleous pictures from our extremely and extraordinarily talented readers <grove!> Please keep it up so next month is just as good!



Siamese RTG



PortPlus



Topolino



CD-ROM Scene

Final Writer 97



■ Price: £49.99 (upgrade £19.95) ■ Developer: Softwood Inc ■ Supplier: Softwood ☎ 01773 836781

So it's perennial and has been around for years. Perhaps that's what makes Final Writer 97 one of the Amiga's finest word processors.

So far this year, we Amiga enthusiasts have received many places of good news and the release of this upgrade is no less joyous. Final Writer 97 contains a number of significant new features including linkable text frames, guides to help you align objects, improved text flow around objects and the ability to move objects a pixel at a time.

Before I launch headlong into a review of these new features and give you a feel for what they let you do, I'd just like to let you know that reviews of earlier versions (and therefore other features) can be found in these back issues: September 1996 (Final Writer 5) and November 1995 (Final Writer 4).

Back to the main plot of this review and Final Writer 97. The

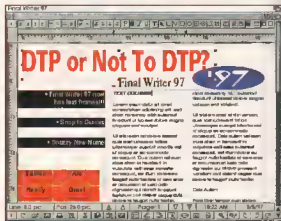
first point to make is to state the obvious and mention the slight name change. Gone are version numbers and in comes the year the upgrade has appeared, making the title sound more "PC" like I won't hold that against Softwood though because this version has more than just a fancy name.

All change

The most significant of the new features is one called Text Frames. Final Writer has for many years always let you add single blocks of text and with the help of some APress scripts, let you create fancy titles and so on, but linkable text frames is all new.

Let's start by looking at a bit of history first. Most word processors, whether they are graphics or text based, work with fixed columns that are created using attributes that you can enter into an appropriate requester defining the number of columns, their size and so forth. These fixed columns can hold text but cannot be picked up or resized and so on. In previous versions of Final Writer this system was used. Before this version, any text outside the text column had to be placed in Text Blocks or Tables.

This differs greatly to a DTP



▲ Final Writer 97 boasts many new features like linkable text frames and pull-down guides making it a true desktop publisher and almost a desktop publishing package.

program where text is typed into linkable text frames and you don't have such a thing as fixed text columns. In Final Writer 97, you have both text frames (like a DTP program, sort of) and fixed text columns.

Now this is a good thing but with power comes complexity of use and text frames in Final Writer 97 are not as straightforward to use as they could be. I started off by pasting 600 words into a text column and these



▲ Moving from cell to cell can now be done via the keyboard using modifier/arrow key combinations.

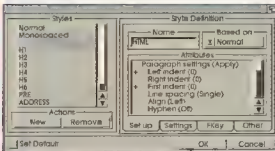
were fixed in this column. I then stamped the text too down on a blank part of the page expecting to create some text, but found instead the cursor sitting inside the fixed text column.

Once I had entered some text, I was able to move the text block to the blank part of the page I had set aside for the text frame. This is fine and dandy if there is no text in the adjacent text column, but if there is, you'll find yourself typing away in the text column amongst the text already in there.

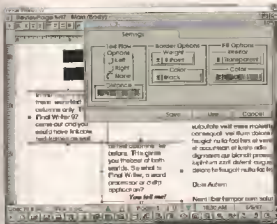
As you can see this could lead to tricky situations if you have many full pages of text because on each page, you would have to go to either the start or end of the

What's missing

After so many years of development, you must wonder what's left to do in Final Writer. Well, there are a few things still missing and most of them involve graphics. Speeding up EPS printing for those insisting on using structured graphics would please many and introducing a picture frame tool so images could be placed onto the page in position and at the size required. The way Final Writer remaps colours in hitmap images as you come back to its screen from another, is still there and could do with fixing. The ability to view pages side by side would be useful now that we have linkable text frames and let's hope in the next version we can rotate the text frames.



▲ Although not new, we shouldn't forget away of Final Writer's other great features like HTML support for those web freaks out there



▲ Text frames allow you to place text anywhere on your page and lock their frames on the same page or across other pages. The text frames can also have fills and borders.

page before creating your text frames. One way in which you can work around this is to have a spare text frame sitting on your page ready to be used as the basis for new text frames.

The reason you need to go to the start or end to create a new text frame is because if you stamp the text tool down on the page above or below a fixed text column, you are able to enter your text directly onto the page thereby creating a text frame.

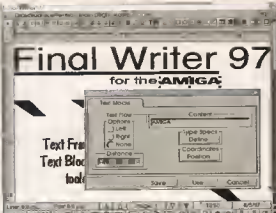
You will get used to it after a while and although Softwood could have used other ways to do this, these other methods may well have had their own short comings. The important point to remember is that thanks to Final Writer 97 you now have complete

freedom of the page to have as many text frames, linked or other wise, in which to enter your text, without any of the restrictions of days gone by.

Text frames can also be treated like other objects in most ways. They cannot be rotated, but they can have borders and also solid fills. They can even be transparent and placed over other objects like pictures and so on.

A guiding hand

Text frames may be the major new feature but one of the most useful for those who are forever lining up objects, are pull down guides. These are implemented the way all guides should be, in that all you do is drag down a guiding line from the rulers and



▲ Final Writer still retains many of its earlier features like text blocks for lines of text that can be moved and used for eye catching headings.

then use that to align objects. They work well, really well and it's a crying shame that all programs don't have these.

The guides can be used to help you align things by eye or if you prefer you can turn on Snap To Guides so objects locate with your pre-drawn guides for easy alignment. If that isn't enough, Softwood has also implemented a function allowing you to move selected objects with the cursor keys. This type of function was very welcome for me, especially as it isn't normally found in the majority of Amiga programs and it's very well implemented in Final Writer.

Keyboard movements

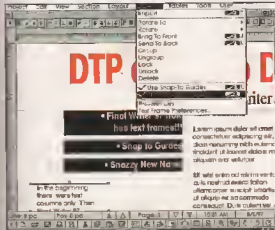
In version 5 we saw the introduction of Tables and in Final Writer 97, we see a slight improvement. In version 5, you had to use your mouse to go from cell to cell but now you can use the Return key in conjunction with various modifiers to simply move from cell to cell. Alt-Return for example, takes you to the cell to the right of the cursor while Ctrl-Return takes you down a cell. As I prefer to use the keyboard for moving around documents, this like the other new functions, is very welcome (although before I start my celebrations, I'll still have to sit down and learn all the new keyboard combinations!).

There haven't been that many changes made to Final Writer, testament to how good it already is, but the text frames function is a major improvement and probably took a while to implement,

New low prices

Final Writer, the full package, has had a price drop. It now costs only £49.95 while upgrades are even cheaper. Upgrading from version 5 will set you back £19.95; from version 4 £24.95 and from any other Softwood product £29.95. All prices are subject to a £3 postage charge.

which is why there aren't loads of new features to look at. In all, the upgrade is definitely worth the asking price. With this latest Final Writer not only do you now have a word processor you now also have a mini desktop publishing program. In my book, that can't be bad. **Larry Hickmott**



▲ When it comes to lining up elements on your page, pull down guides are a real time saver as well as being simple to use.

FINAL WRITER 97

1000	System requirements:
4000	Any Amiga running Workbench 2.84 or higher, hard disk and 3MB of free memory
3000	Softwood will take getting used to but the program is one of the easiest to use.
2000	Working much less changed here with plenty of options to choose from but the software is still a real page in type.
1000	Less than 128K is not enough to run this one of the best you can get.
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10496, 10560, 10624, 10688, 10752, 10816, 10880, 10944, 11008, 11072, 11136, 11200, 11264, 11328, 11392, 11456, 11520, 11584, 11648, 11712, 11776, 11840, 11904, 11968, 12032, 12096, 12160, 12224, 12288, 12352, 12416, 12480, 12544, 12608, 12672, 12736, 12800, 12864, 12928, 12992, 13056, 13120, 13184, 13248, 13312, 13376, 13440, 13504, 13568, 13632, 13696, 13760, 13824, 13888, 13952, 14016, 14080, 14144, 14208, 14272, 14336, 14400, 14464, 14528, 14592, 14656, 14720, 14784, 14848, 14912, 14976, 15040, 15104, 15168, 15232, 15296, 15360, 15424, 15488, 15552, 15616, 15680, 15744, 15808, 15872, 15936, 16000, 16064, 16128, 16192, 16256, 16320, 16384, 16448, 16512, 16576, 16640, 16704, 16768, 16832, 16896, 16960, 17024, 17088, 17152, 17216, 17280, 17344, 17408, 17472, 17536, 17600, 17664, 17728, 17792, 17856, 17920, 17984, 18048, 18112, 18176, 18240, 18304, 18368, 18432, 18496, 18560, 18624, 18688, 18752, 18816, 18880, 18944, 19008, 19072, 19136, 19200, 19264, 19328, 19392, 19456, 19520, 19584, 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83712, 83776, 83840, 83904, 83968, 84032, 84096, 84160, 84224, 84288, 84352, 84416, 84480, 84544, 84608, 84672, 84736, 84800, 84864, 84928, 84992, 85056, 85120, 85184, 85248, 85312, 85376, 85440, 85504, 85568, 85632, 85696, 85760, 85824, 85888, 85952, 86016, 86080, 86144, 86208, 86272, 86336, 86400, 86464, 86528, 86592, 86656, 86720, 86784, 86848, 86912, 86976, 87040, 87104, 87168, 87232, 87296, 87360, 87424, 87488, 87552, 87616, 87680, 87744, 87808, 87872, 87936, 88000, 88064, 88128, 88192, 88256, 88320, 88384, 88448, 88512, 88576, 88640, 88704, 88768, 88832, 88896, 88960, 89024, 89088, 89152, 89216, 89280, 89344, 89408, 89472, 89536, 89600, 89664, 89728, 89792, 89856, 89920, 89984, 90048, 90112, 90176, 90240, 90304, 90368, 90432, 90496, 90560, 90624, 90688, 90752, 90816, 90880, 90944, 91008, 91072, 91136, 91200, 91264, 91328, 91392, 91456, 91520, 91584, 91648, 91712, 91776, 91840, 91904, 91968, 92032, 92096, 92160, 92224, 92288, 92352, 92416, 92480, 92544, 92608, 92672, 92736, 92800, 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Siamese 2.0



■ Price: £199 ■ Developer: HiQ ■ Supplier: HiQ ☎ 01525 211327 <http://www.siamese.co.uk>

The long awaited Siamese RTG system is here, promising to enslave a PC's best features to boost the Amiga. Sounds too good to be true?

The original Siamese system was a highly innovative and practical connection system between the Amiga and a Windows 95 based PC compatible. Now version 2.0 allows you to view your Amiga screens in a window on a fast PC display and to share files, printers and more.

The old version consisted of a SCSI network for sharing files and a video switcher card, located inside the PC driven by serial. The internal cable to the PC's serial port is re-routed to the video switcher card and a new serial D plug connected to the card as a passthrough and attached to the PC's video output, wedging the video switcher card into the serial link between the PC and Amiga.

Convolved connections

Phew, so what next? Software is loaded onto the Amiga and PC which enables both machines to

switch the video as desired. As you'd expect, the video card has the Amiga and PC's video output plugged into it. A video cable is provided for the Amiga. The single video output is then connected to a monitor, (if we're going to be using Amiga native modes) and we have the software on Amiga and PC. With the software running, the two clients can now communicate with each other and the video card. Either machine can now send its keyboard and

mouse input to the other. The idea is that you can now use the Amiga's keyboard and mouse or the PC's depending on your preference. Running the Amiga96 client on the Amiga gives a little Windows 95 style task bar. Click on the Windows logo to switch the video and keyboard/mouse input to the PC which has an Amiga style front-to-back icon in its own task bar. Click on this to revert to the Amiga screen with the keyboard/mouse input appropriately being sent to the Amiga.

The system works remarkably well. Only one monitor, one keyboard and one mouse need to be on the table. Yet we have full access to both machines. Of

course the next vital component is being able to share files. The original Siamese system introduced a SCSI network. A SCSI cable was connected to the SCSI port on a PC SCSI card, into the Amiga's SCSI chain. A SCSI hard drive could then be accessed by both machines. You just don't get faster file access than a direct SCSI hard drive connection. It does mean, SCSI all round and a spare hard drive though. Oh and CrossDOS doesn't support Windows 95 long filenames so only the alternate 8.3 filenames are available from the Amiga side. This is annoying. For example appropriatefilename.jpeg would turn into apropr~1.jpg, errrgghh.



A Here we can see the Workbench screen under RTG and PC DISK, the parallel network from Network PC (page 68)



Faster than Ethernet

The SCSI network is still the fastest PC to Amiga network, faster even than Ethernet. So if the filetime problems aren't an issue but speed is, this is the way to go. There are plenty of alternatives though. One of these is the built-in MountPC function of the Siamese system. This mounts the PC drives properly (i.e. PC C: is the PC's C: drive). Long filenames are supported properly but since the data goes via the serial cable access is too slow for anything other than infrequent file sharing.

The performance issue is governed by how fast the serial connection can be driven. The PC will happily do 115200 baud, even higher but Windows 95 seems to have some kind of maximum limit in typical stupid PC fashion. The Amiga can do 115200 if your Amiga is a fast machine, we're talking 68030 material for reliable 115200. Thoughtfully, HIQ have provided a HiSoft Surf Squall driver to use the Surf Squall's high speed serial port. This will enable faultless 115200 communication. There's a driver for the new HIQ whipper PCMCIA serial adaptor also. A future plan is to exceed 115200 baud by using one of these devices in conjunction with a fast PC serial card and an appropriate serial driver (which bypasses Windows 95's silly standard

▲ Even IngaFX is quite happy to work via Siamese RTG, meanwhile we have Netscape so the PC is the background.

COM port 115200 limitation). That's a plan by the company to support the Eyeteck PortPlus which also benefits from fast serial times. These third party serial add-ons are all the more important if the Amiga is expected to go online with a modem and so on. However, the interest in high speed serial has more to do with the new RTG than file transfers. We'll cover this later in the review.

Printer sharing

Fortunately the Siamese system doesn't use parallel at all. What about a printer? Well you can plug the printer into the PC and access it from the Amiga. Is there anything the Siamese doesn't connect together? Ahh but if we're thinking about a second parallel network, the PC's parallel port is used. No problem, let's just stick a second dirt cheap I/O card into the PC so it's got two parallel ports. Now we can use a parallel file transfer system and a printer, on both machines, via the all-singing, all-dancing Siamese system. For more detail on parallel port file sharing, check out the head-to-head review of the Network PC and Gemini systems on page 60.

So what else does the magical Siamese system do? Oh little trivial things like sharing the clip-

board. Are you crazy? This is stupidly useful! Think about it. If you're in CED on the Amiga just mark text and Amiga-C to copy to the clipboard. Now, switch to the PC, Microsoft Word perhaps? Paste and whammo! The text is immediately pasted in Word. It's amazing, just amazing. There's also a neat little function to set the Amiga's time from the PC. Handy if you haven't got a real-time clock but then again who hasn't these days.



▲ Amazingly, we can even host a FastRAM-less, HD-less A1200 with Siamese!

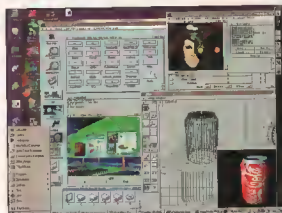
Siamese RTG

Now it's time to look at the RTG system, pioneered back in the Dec 96 issue of CU.

So, what is this RTG thing? RTG or ReTargetable Graphics is the act of re-routing graphics from their original destination to another display. For Amigas this means capturing the Amiga's display to send it to a graphics board using software made to do this as the Amiga never did have a real RTG system of its own. CyberGraphX and Picasso96 are the two systems needed - last month's review of Picasso 96 gives some idea of the issues concerned.

With the Siamese RTG, things are radically different. The software sets up new screenmodes as you would expect. Selecting a screenmode causes instructions for drawing each element of the Amiga's display, backgrounds, icons and GUIs etc. to be sent to the PC. The PC server then converts these instructions into Windows 95's graphical API. And it works! Without seeing it in action, it's difficult to describe how strange it is to see in operation.

A Siamese RTG screenmode is selected and blam, the Amiga screen goes blank. A window appears on the PC and the



▲ Holy cow! On this three screen we've got several Amiga screens in windows, even Cuespace 4D is quite happy to operate via the RTG system!

The Future:

This isn't the end of the Siemese development. It was good when it began. It's revolutionary now and should improve in future. Paul Nolan continues to work on the RTG system and other key performance enhancing features are in the pipeline. The obvious one is doing away with a serial link and moving the RTG data to parallel. This has proved problematic on the PC but is being worked on now. This should give a fantastic performance boost to the speed of the display. Also in the pipeline is support for an Ethernet link which would limit Siemese RTG more or less to CPU power alone.

Another obvious factor is Internet connection. The ability to network the PC and Amiga via TCP/IP would mean both machines could use Internet applications simultaneously. Netscape on the PC, AmIRC on the Amiga for example. Work progresses in this area also. The Siemese RTG system has very big things ahead of it for the future.

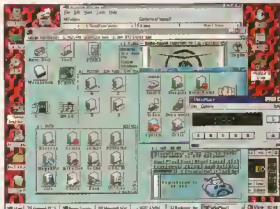
is working on improvements all the time. The caveat here is that if the switcher card is in place and so on, it's possible to swap to the real Amiga screen if an application proves dodgy under RTG.

Screens only appear on the PC if that particular application has specifically opened a Siemese RTG screen. This can be done on Workbench via the screenmode preferences to move Workbench to the PC Workbench applications naturally appear in the Workbench window on the PC and screen windows can be easily confined to the Windows task bar. If we've opened multiple Siemese RTG screens as the Amiga is quite capable of doing then we get multiple windows on the PC, each neatly named with the title of the screen on the Amiga.

So one application, say a paint package which might be dodgy under the RTG can be run on the real Amiga display. When activating the screen, whom - the video card switches to Amiga video. Well behaved applications like standard Godtools, ClassicAct even MUI, can be run on Workbench or if they allow, sent to a fresh RTG public screen. For example MUI has public screen management built in. Define a Siemese RTG screen in the PSI screen manager and any MUI application can be quickly sent to the new public screen to appear on the PC video

Flexible system

The flexibility of this system is amazing. You can run all of your Amiga applications and individually decide if they are better on RTG. How do they appear on the RTG system? It's a little odd as I said before, firstly the system is



▲ Kicking butt with the Siemese RTG! You can see as occurring a CUCD via a parallel network, much faster than the otherwise adequate MousePC aspect of the Siemese system.

blindly quick at moving things around since this is handled on the PC locally and PC graphics cards are still sadly well beyond the current level of Amiga graphics cards. You've seen solid window dragging before but not like this. A basic PCI 2Mb S3 Stealth video card on a P90 moves windows silky smooth. Stagnely rooms do not appear to die, disappear and just appearing where they're dragged to. Paul Nolan tells us that there's no easy workaround to this yet, though he's still working on it.

The RTG system does slow down if loading actual bitmaps. Normally too quick to see. GUIs are constructed by a variety of techniques, from drawing lines, circles and filling, to transfers of bitmap images. The instructions for drawing lines, painting and so on are only a few bytes so even via slow serial they take no appreciable time. Since the Windows graphic API is used, a specific video card driver on the PC will support the hardware acceleration, i.e. hardware for drawing lines, painting, blitting and so on. In the end these extensions are much faster under Siemese RTG than any Amiga card. Really it's true.

Since the bitmap graphics are often integral parts of GUIs this slows things down. Even fonts have to be transferred as bitmaps and all this data uses the dead slow serial link. When Workbench opens a window, for example, you see the window appear instantly, the icon backgrounds appear instantly but the icon pictures appear slowly. Naturally the faster the serial rate, the better the response. The first PC I tried would only seem to work at

38400 baud, though another ran fine at 115200. A possible cause could have been a later version of Windows 95 on the second machine.

Conclusion

If you've got a PC and an Amiga, as are contemplating crossing into the dark side and buying a PC, there's no choice. This is your destiny. The Siemese system is so damn good as flexible, so powerful and so tough sleepily useful you can't be without it, especially given the absurdly low cost for what's on offer. While it may be a little tricky to get working you could continue to use the outrageously slow low resolution AGA display, clutter your desk with computers, keyboards and monitors and swap sets with 720K floppy disks. Be serious! You need Siemese RTG now! HiQ's number is 01525 211327, so stop reading the review, phone them and buy it! ■

Most Bettison

Siemese 2.0 RTG

SYSTEM REQUIREMENTS:
K2 3.0 and above, a Windows 95/NT PC and a low serial port

Siemese 2.0 fully handles most software installation requirements

Siemese 2.0 is a fast and powerful interface

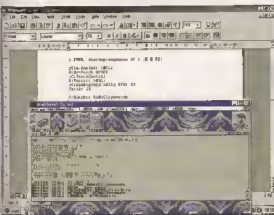
Siemese 2.0 is a fast and powerful interface

Siemese 2.0 is a fast and powerful interface

Siemese 2.0 is a fast and powerful interface

Siemese 2.0 is a fast and powerful interface

95%



▲ The RTG and clipboard sharing aspects are demonstrated here. I've clipped text from a Shell on the Amiga into Microsoft Word on the PC.

PortPlus

■ Price: £99 ■ Developer: VMC
■ Supplier: Eyetech ☎ 01632 713185

The PortPlus promises to add two serial and one parallel port to the A1200 without using the PCMCIA or the trapdoor. How? Read on.

As you know, the Amiga has a built in serial port which was created before even 9600 baud modems were on the market. It was remarkably powerful at the time but today's serial requirements (such as those of fast modems) have bettered the capabilities of the Amiga's 8520 UARTs.

Multi benefits

It's not just modems that benefit greatly from high speed serial. Printers, for example, have a serial driver that will use any specified serial device. So will the various serial SAN-A-II drivers for TCP/IP Internet networking, perhaps to a PC or the like, so there are many advantages to serial expansion.

The PortPlus is Eyetech's rebadge of the German VMC HyperCOM 3, though I can't see what's wrong with the HyperCOM name. It provides two high speed serial ports each with 16 bytes of FIFO buffer and an additional parallel port. More about that later. The most innovative aspect of the PortPlus is where it fits. A1200s

have an under-used expansion port that not many Amiga users will know about. It's the clock connector near the floppy drive. To get at it, you remove a section of the RF shielding but there's no need to get out the metal shears, as this particular part of the shield has been made to be easily removable. All you need to do is to bend up the metal lugs and pop it right out. Bending the lugs back down flush, you now have an exposed section of the motherboard with a small header which was designed for a real time clock but can handle lots more. It turns out there are quite enough signals here to use it as a fully fledged expansion port. Confused? See the photograph below to get an idea of how it all links up.

Tiny PCB

The PortPlus PCB is tiny and it fits the hole perfectly, sliding onto the header. It's probably one of the neatest expansions I've seen that wasn't in the trapdoor. Plugged into it are two standard PC slot

blanking plates. The first has both a 25 pin and a 9 pin serial connector, covering both bases nicely. The other has a 25 pin parallel port. Obviously designed for a tower case, these could be attached to one in seconds for perfect rear panel mounting. For normal A1200s, tough cookies. You're going to have to trail the wires out of the case and deal with ugly sockets on wires hanging around. Not for the neurotically tidy, but still practical.

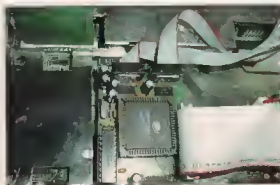
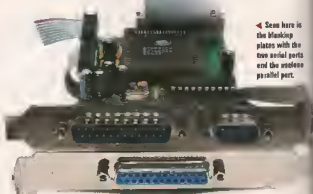
Software is on a simple disk. By way of scandalous economy the disk contains the drivers for the full range of HyperCOM products, none of which we've seen before but are alleged to include a Zorro unit. The installer is in German but we muddled through. It turns out that all it was going to do was copy HyperCOM3 device to devs, so an English translation shouldn't have been too much to ask for.

No parallel?

Did you notice the lack of a parallel driver? We did. There isn't one. There isn't one in the public domain either. There isn't one on the Amnet, on the web and Eyetech don't have one - certainly not a useful networking driver for it. £100 buys you a 'Port' plus that is actually a 'Serial' plus because no-one bothered to write/supply or otherwise ship a parallel driver. This really is a poor show. It's times like we wonder what some vendors think it's possible to get away with. It's just not on!

The serial ports worked very nicely indeed though, very fast, very low CPU usage. It worked fast time with Miami and I got online with the PortPlus in minutes. Everything else I tried worked nicely too. All we need is a Siamese driver for the PortPlus

◀ See here is the blanking plates with the two serial ports and the parallel port.



▲ This shows the PortPlus dropped into the hole that's revealed after the hatch in the RF shield is removed. It's designed to perfectly fit the hole and plug into the clock connector.

DIY driver

So the PortPlus is £100 worth of two high speed serial ports and a useless parallel port, making it not very good value for money - even if the serial ports are good. Sysops out there will be interested allowing them to run a multi-line BBS, but the rest of us might as well settle for a HiSoft Whippel or the PortPlus Jr, both of which cost half as much and will feature in next month's CU Amiga. If you happen to want two ports or fancy having a go at writing a parallel driver yourself the PortPlus may be for you. ■

Mat Bettinson

PORT PLUS

system requirements.
Amiga 1200 with a clock present.

The installation is as easy as it is to get started.

A1200 Serial to serial, however without software, the parallel is quite interesting.

Doesn't need a 16MHz cycle? Less than a £100.

OVERALL
Good expansion potential only partially realised

72

Burn It

■ Price: £79-£109 ■ Developer: DnS
 ■ Supplier: Titan Computers ☎ +49 (0)421 481620

As the cost of CD writers plummets, another software package arrives to challenge MasterISO and MakeCD. Just how does it shape up?

Last month we reviewed the excellent MakeCD software and awarded it 92%.

Against such stiff competition, Burn It arrives sporting a different selection of features including the ability to scan a CD's structure to duplicate it perfectly by writing in the so-called Disk-At-Once mode. This is the killer feature of Burn It, as every other package writes in track-at-once which places some restrictions when working with audio - fixed gaps between tracks being the most obvious problem.

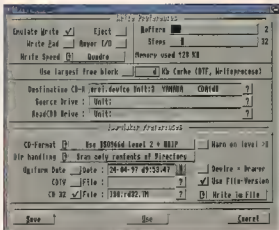
This feature may be Burn It's greatest strength but it doesn't let the show down in the other areas of creating Amiga CD-ROMs. The GUI runs on a custom screen (of your choice) and is somewhat easier to navigate than MakeCD's kludgy Tintin GUI (library based effort). It's actually even more basic, relying on GadTools alone but it's easier to find what you want quickly. There's a main menu window with a group of 9 icons - clicking on each will

activate a major function of the package. Unfortunately you can only run one at a time.

CD-R support

Most of the critical preferences are laid out on a simple but busy GUI. The buffers settings tells of actual used memory. The package will use the excellent asynecd library if desired like MakeCD, for efficient hard drive performance. Dummy write can be activated as well as eject after writing. The SCSI device used for CD writing, reading CD audio and as a source for CD to CD copying can be set. Burn It is compatible with a range of CD-Rs though it doesn't let you know that it specifically recognises yours, even if it does. Check the demo on this month's CD for a list of supported CD-Rs. The key Philips Yamaha, Sony, Ricoh, Plextor, Plextor and TEAC drives are supported which covers most bases.

The ISO building engine is quite sophisticated. Burn It is capable of writing simple 100% compliant ISO 9660 volumes up to level II with full RockRidge extensions, CD32/CDTV boot straps and so on. It doesn't have MakeCD's ability to sort file extensions such as info for quick Workbench icons. Burn It also records specific Amiga file flags such as the Pure and Script flags. Only modern CD filing systems like ASIM and AmiCDFS will recognise these though. The ISO maker is easy



▲ Burn It's general preferences shows that it's well armed for creating Amiga CD-ROMs.

to use and after scanning files to be added to the CD, displays the number of used blocks (although strangely not a Mb counter as only MasterISO does). Accessing the Primary Volume Descriptor with the volume name of the CD and the general preferences is easily done. Building the ISO volume itself is on a par with MasterISO and ever so slightly faster than MakeCD. However, MakeCD can be far quicker by building and writing on the fly which saves time and significant amounts of hard drive space. Given the cost of Burn It, this is a serious feature oversight.

Back up morals

As mentioned at the start, Burn It really shines when it comes to CD-ROM backup. Put simply, for the production of audio CDs you can't beat Burn It. Kicking the DAO function into expert mode allows editing of index and track markers so that a track on a CD could be in the middle of audio and so on. The GUI is a little buggy and needs improvement but everything needed is there and works well. There's no doubt that Burn It is also surprising well armed to 'back up' console game CDs but this isn't the place to go into the morals of that endeavour. Strangely the version of Burn It that can do DAO recording costs extra and is certainly not cheap. The Track-At-Once version of Burn It also compares quite badly price wise to the cheaper and more capable MakeCD.

There's extensive options for reading digital audio data raw from a CD, converting existing

audio formats to raw CDDA data and copying a data track from a source CD-ROM directly to the CD writer (which I never really saw as a good idea).

As a Disk-At-Once capable CD-R package you can't beat Burn It, though it seems a little silly to charge extra for this function. It does create featureless Amiga CD-ROMs though I'd like to see options to create PC specific CDs with Joliet/Romio ISO types but this criticism could cover all Amiga software at the moment. If you're primarily interested in making data CD-ROMs, MakeCD clearly still has the edge but if you intend to be doing some serious audio mastering and perhaps some of that 'backing up' then Burn It may be the shot. Burn It is a truly professional package and certainly comes recommended as long as you can afford it. ■

Mat Bettinson



▲ Here the main features are click on screen... it's a pity that you can only see three out of a ten.

BURN IT

SYSTEM REQUIREMENTS

Requires 1.5MB with a fairly capable hard drive plus a support SCSI CD-R recorder.

PRICE

£79-£109

PERFORMANCE

ISO 9660 compliant with full RockRidge extensions and CD32/CDTV boot straps.

VALUE FOR MONEY

74% (based on the fact that it's a CD-R recorder and not a CD-ROM burner).

OVERALL

Excellent CD writing package.

85%

CD-R recorder

CD-ROM burner

CD-D recorder

CD-E recorder

CD-F recorder

CD-G recorder

CD-H recorder

CD-I recorder

CD-J recorder

CD-K recorder

CD-L recorder

CD-M recorder

CD-N recorder

CD-O recorder

CD-P recorder

CD-Q recorder

CD-R recorder

CD-S recorder

CD-T recorder

CD-U recorder

CD-V recorder

CD-W recorder

CD-X recorder

CD-Y recorder

CD-Z recorder

Gemini

■ Price: £29.95 ■ Developer: Intrinsic

■ Supplier: Intrinsic ☎ 01474 533500

Getting data between an Amiga and a PC can be tricky. Luckily, Workbench 3.0 and above come with CrossDOS as standard so that the Amiga can format, read and write 720K MSDOS disks. It's still not ideal, as these disks only store 720K at a time and large files need to be split or even archived with a program like Zip to preserve long filenames. Yes, 8.3 filenames still remain a pain for the Amiga.

Enter the Gemini system. It consists of a parallel cable with PC and Amiga installation floppy disks. The PC software is simply copied onto the PC's hard drive. The Amiga has an installer which

copies all of the relevant files onto Workbench. A device driver called PC is stashed in storage/DOCs drivers. To mount the network we now just click on this DOS driver icon after running the PC's software.

A default icon, 'PC DISK', will appear on the Workbench. Opening this and activating 'show all' icons, will display directories corresponding to the drives on the PC. For instance, PC C:\ is the PC's C drive. The network is unidirectional, although the PC doesn't see the Amiga; it wants everything to be done from the Amiga end.

Transfer rates are in the order of 39K/s to the PC and unfortu-



▲ Accessing a CUCD via the Gemini. The CD is on the PC's CD-ROM drive and, since the network has proper long filenames support, everything works just fine.

nately only 20K/s to the Amiga. Not blistering, but still a lot faster than serial and we get long filenames and are free to do something else if it's copying across huge files of data.

The Gemini system falls down however, as ICS seem to have made no effort whatsoever to improve upon the basic PD Ami2PC shareware. There's no PC installer and the Amiga installer doesn't tell you where it's put the drivers. It also copies files to your C: drive without telling you what they are. No default icon is provided for the PC drive. Finally, no

way of altering the network settings after installation is provided.

There's no doubting that Gemini does work but it's a pretty pertinent example of how not to present what is a useful package. Any hardware package should consist of more than just a video case, a cable and two shovelfull floppy disks of PC. ■

Mat Bettinson

67%

Network PC

■ Price: £19.95 ■ Developer: Weird Science

■ Supplier: Weird Science ☎ 0116 234 0682

Weird Science has based Network PC on the same PD software as used in the Gemini system reviewed above, but has taken it further. Called the Network PC package. It provides a parallel cable with Amiga and

PC installation disks but here the similarity ends, its cable is a good metre longer than Gemini's and presentation is far better with much enhanced PD software.

A proper Windows Install Shield installer is provided on the PC. It asks where you want it and adds Network PC to the Windows Program group so it can be easily run by selecting the icon via the start bar. The sparse configuration options are also handled during installation but this is certainly better than simply expecting you to copy the files yourself as with Gemini's system.

The Amiga side sees an improvement also, the disgusting standard icons are replaced with Magic Workbench icons. Weird Science always did have a fetish for Magic Workbench. The Amiga disk will actually boot and contains the drivers ready to run right from the floppy disk. The installer



▲ Weird Science went to the effort of making the Amiga disk bootable, added some proper icons and fixed up the installer. It also makes a useful Network PC driver to run it from.

's much improved also, creating a handy directory with icons to activate the few utilities that come with the Ami2PC package. The most useful is MountPC which activates the network without having to dig digging for the DOS driver yourself. The preferences can be altered via an installer, unlike the Gemini where editing env vars. needs doing by hand.

The Gemini and Weird Science software won't work with each other's cables but both of them perform identically. The Gemini is provided with a slightly later beta version of the software, but otherwise the Network PC package is far better in terms of software

The drawback with both packages is that they hog the CPU during transfers so that the Amiga effectively seizes up. I would have liked to have seen interrupt driven parallel to solve this problem, even given speed loss. You can't beat it for getting files between the Amiga and the PC, (barring the odd unexplained time out) and it even works great on top of the Siemese system. ■

Mat Bettinson



88%

Viper Mk4

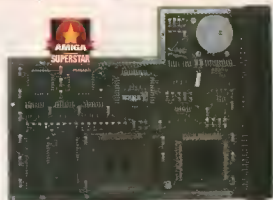
42Mhz 4MbRAM

■ Price: £89.99 ■ Developer: M-Tech
 ■ Supplier: Power Computing ☎ 01234 851500

Power Computing seems to be taking on the role of barrow boys of the accelerator world with its latest line of acceleration products. Like those East End street corner fruities, Power is chucking more and more in the bag until you feel you can't afford to say no. 4Mb of RAM? Fair enough. Tell you what, call it ninety quid and I'll chuck in a 43 Mhz '030 chip too. And just for you I'll

stick in a copy of Doom clone, Breathless. Another fifteen and I'll chuck in a 33Mhz FPU to make you imagine raffles go like a cat with a firework up it's behind Tennar on that and I'll chuck in the Wordworth 6 Office CD (we gave that 32% at £50 in February). You can't say fairer than that can you? No, you can't. This board's such a bargain it's crazy.

It's hard to believe the price is for real. The '030 has a nifty little heatsink glued to it, generally a good move but covering the writing on the chip and we wouldn't be too surprised if it was over-clocked, but it seems to work fine. It isn't up to the speed of the top of the line '030 accelerators



such as the Blizzard Mk4 50Mhz, but it is plenty cheaper.

There are of course niggles - aren't there always? The most obvious niggle is that this board isn't expandable. The RAM chips are surface mounts rather than using a SIMM socket the way higher end accelerators do, so you are stuck with that 4Mb. The point of this board however is that it brings acceleration to the masses - people who haven't considered themselves as power users can now put themselves right up to current spec for a very reasonable outlay.

For £105 you get a pretty seu

ous accelerator with 4Mb RAM, an FPU and Breathless for free. We strongly advise the unaccelerated to buy this if you can't afford anything meatier. It will seriously improve your machine and if you have a CD-ROM drive you are in for a treat. Wordworth 6 Office CD-ROM for a tanner is as big a bargain as the board! Now there's no excuse to be under-powered. ■

Andrew Korn



▲ A4 speed increases in 80% of a 50Mhz '030

Power 4Mb RAM

■ Price: £49.99 ■ Developer: M-Tech
 ■ Supplier: Power Computing ☎ 01234 851500

This and the product above represent a half of Power Computing's current assault on the expansion board market. The other two are a high and A1200 '030 card and an '030 board for giving the old A800 a new lease of life at turbo speeds - watch for reviews next month. In this new hierarchy this card is bottom dog. Still, for £50, you can't expect much can you. Just an unexpanded 4Mb expansion board. Oh,

with an FPU slot - add another tenner for a 20Mhz 68882 or £15 for a 33Mhz version. Oh yeah, and there's Breathless chucked in free, and of course for an extra tenner they'll throw in a copy of Wordworth 6 Office CD-ROM too. Darn! They're at it again, throwing silly baubles our way like there was no tomorrow!

In practical terms, you have the obvious benefit of a perfectly reasonable total of 6Mb of RAM instead of the measly 2Mb the

A1200 is shipped with and the presence of Fast RAM which will speed up your Amiga as it avoids the bottlenecks which hold up Chip RAM. You can look at the graphs to see the difference it

makes but roughly speaking this one makes your computer run at about 50% faster than unexpanded A1200s.

Fitting an FPU makes little difference in everyday life, but when using a package designed to take advantage of an FPU such as Vista or Imagine it can make a huge difference. FPUs, or Floating Point Units, can deal with mathematical fractions without having to convert them the way a non FPU equipped system does, making some maths intensive processes such as 3D rendering go many times faster. In comparison, the board above makes your computer go about 400% of unexpanded speed and has the same FPU advantages.

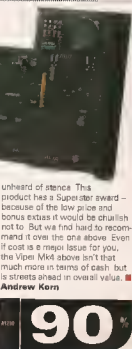
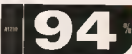
We are going to take an almost

unheard of stance. This product has a Superstar award - because of the low price and bonus extras it would be childish not to. But we find hard to recommend it over the one above. Even if cost is a major issue for you, the Viper Mk4 above isn't that much more in terms of cash, but is streets ahead in overall value. ■

Andrew Korn



▲ No new CPU but Fast RAM is quicker than standard A1200



Topolino

■ Price: 490M (£18.00)

■ Supplier: Raach ☎ +49-07587-1201

If you're a Populous friend or just an all-round Amiga user, sooner or later your mouse is will die. Most should enjoy a long, fruitful life, but the end is normally swift.

Replacing mice is easy – flip through the pages here, and you'll find dealers ready to sell you various replacements. Prices aren't bad but choice is somewhat limited compared to PC mice.

This is because the vast majority of PC mice are serial mice rather than the Amiga's "bus" design. Up until now, PC mice have been off limits to us as to get serial mice working with Amigas you typically need to give up your serial port and load additional software drivers. So, if

your system goes down, you're without mouse control until restored by hand. These mice are useless for most games too.

The Topolino gets around all the problems. It's a small silver box that sits between your Amiga's mouse port and the PC serial mouse of your choice. Inside is a micro controller which allows use of the vast range of PC input devices on your Amiga and it's as simple as it sounds.

No additional software is needed to open up a whole range of products to your Amiga – not just cheaper mice, but a variety of trackballs and infrared devices including things like the Logitech hand-held trackball. This comes in very handy for group demonstrations and the like – or just for



▲ The Topolino allows PC serial input devices such as mice, trackballs, or even infra red controls to work on your Amiga. It just sits between the mouse port and the serial device.

showing off by controlling your computer from across the room.

One pitfall is that many cheap PC mice have three buttons but the middle button isn't wired up, presumably as a cost saving. Still it's quite possible to get a good PC mouse for a less than £10.

The Topolino is compatible with all Amiga models (though A1500/2000s need an adaptor).

As to cost, the Topolino is

more expensive than some current Amiga mice. But if you want to open the doors to serial inputs and mass market peripherals, the Topolino could pay off for you. ■

Jason Compton



Insert 104

PC Keyboard Adaptor

■ Price: CAN\$39 (approx. £18) ■ Developer: MicroBit Research

■ Supplier: www.nationalamiga.com ☎ 1 519 858 8760

If you've been convinced, during my six years as the owner of a number of Amigas, of how durable and well-built they are I've never had a problem that required repair. But I have seen problems crop up in keyboards as time goes on. It's a combination of intense use and the inevitable drops to the floor, but sooner or later a few essential keys go out of whack – important ones like, say, the Shift key or the Spacebar or the Return key.

Replacing the keyboard on a big-bag Amiga isn't cheap. In the US, they are typically at least US\$50 (about £35), and in the UK often twice that. It's hardly surprising – Commodore built replacement parts but they haven't been around for some time, and while Amiga

Technologies did produce keyboards for the A4000, there's a relatively small number of those out there. On the other hand, the PC industry churns out colossal amounts of keyboards for new systems as well as for replacements, and these can be had for prices around £10 in consumer surplus catalogues. So, with the idea of bridging that gap in mind, the Insert104 from MicroBit Research was born.

It's no new concept, of course. Lazarus Engineering's KB-10 adaptor promised much, but after a severe crash you had to switch off, making it impossible to Control-Amiga-Amiga.

The Insert 104 is smaller, cheaper, and free from the problems of the KB-10.

Using a PC keyboard on an Amiga used to be uncomfortable



▲ If you've fancied using the variety of PC keyboards then Insert 104 is for you.

because while PC keyboards had more total keys the arrangement was all wrong for our purposes. However, the new "Windows95" keyboards add three keys (for a new total of 104), two of which map perfectly for Amiga users – the left and right "Windows" keys are exactly where you'd expect your left and right Amiga keys to be. The rest of the keyboard maps more or less as you'd expect, with the bonus that the "Windows Menu" key is mapped as a screen-flipper. Insert and Home can be used to answer requesters, and the extra European keys are mapped at F11 and F12 on the PC keyboard.

Typically, a PC keyboard will require you to get used to a Control key at a new location but if you're used to an Amiga keyboard you'll easily adjust.

Why use the Insert 104? Well, if you're looking to replace an Amiga keyboard, the Insert 104's price of about £18 plus a cheap PC keyboard comes out at less than a new Amiga keyboard.

There are also a number of gimmicky "PC keyboards, such as Star Trek style designs, and if you're into that sort of thing don't hold your breath for someone to build a special Amiga model.

Presently, National Amiga does not have a UK distributor, but are hoping to establish one soon. National has a track record of serving customers worldwide, so if you can't wait rest assured that they will take care of you. ■

Jason Compton



Air Mail 4.22

■ Price: (\$40) £25 ■ Developer: Toysoft

■ Supplier: www.spots.ca/ah/~toysoft/

Air Mail is an E-mail client for the Amiga. While there are several shareware options this Canadian commercial effort promises an impressive array of features to back up the £25 price tag. All Air Mail requires to function is a decent TCP/IP stack like AmiTCP 4.0, Miami or MLink, Workbench 2.1 or higher and of course a mail server account which is normally provided by an Internet provider when you sign up. Air Mail is also an MUI application so MUI 3.2 or later will need to be installed also.

Air Mail's documentation is intelligently provided in HTML form since a netted Amiga will have a web browser on hand.

When running Air Mail, we're presented with an icon button bar

to access each of the sub sections. I believe this to be convoluted as if I do not have the mail package iconified, I wish to be viewing the incoming mail folder.

To activate major sections of Air Mail you have to click on the badly drawn and unfamiliar icons, although the first order of business should be to get rid of the American/Canadian voice which announces "Yew gawt meyll".

The catalogue of annoyances doesn't stop there. The package randomly decides how much text to quote when it replies to mail, the From and To headings appear totally blank at all times and the decoding of attachments will only go to a preset location inside the Air Mail directory. (And you have to press a button even to make Air Mail do that).

The badly drawn buttons make use of the MagicWB palette, (tough luck on anyone who doesn't run it), and have icons that are not easily interpreted. Some of the icons even disappeared by themselves and I got random errors when trying to send mail. Also my signature always appeared corrupt in the Edit Signature section. No other PD mail package I have tried has any problems with my mail server.

Air Mail is reasonably well decked out with features, the folder handling and pre-defined Forms for sending E-mails and so on are nice touches. However the basic functions are lacking compared with even the totally free YAM. The GUI is badly constructed with MUI to look only good if



▲ Here is the Airmail button bar dealing badly with my MUI features. The reader itself can be seen underneath.

you never bothered to customise your prefs, just like the author. Heck I even had the odd Air Mail crash which is totally unacceptable for a basic mail package. When ToySoft sort out these problems, Air Mail should be a top contender but right now, no one could recommend shelling out money for this poor program when much better packages can be found in the public domain. ■

Mat Battinson



IDE Zip Drive

■ Price: £119.95 ■ Developer: Iomega

■ Supplier: Eyetech ☎ 01642 713185

The IDE Zip drive looks very much like a floppy drive. It has an unassuming appearance for something which promises all of the advantages of a removable hard drive for a fraction of the price.

Anyone with a SCSI connector such as a Squirrel has been able to use Zipa since they first hit the streets. The advantage of this unit is twofold. Firstly, it needs no SCSI interface, and secondly it is cheaper. Connecting the drive is relatively straightforward - very similar to installing an IDE CD-ROM drive. A step down connector from 44 pins to 40 is necessary for A1200 users, but A4000 owners can just plug straight in. The power connector is a standard 3.5" hard drive type.

Eyetech provide very straightforward driver software which is a breeze to use. If you already use a hard drive and a CD-ROM drive, you'll need an IDE splitter though.

Alas, all isn't roses. The IDE interface doesn't seem to behave itself, leading to a fairly major limitation. To work around this, Eyetech's software installs a Rigid Disk Block (RDB) the equivalent to a disk boot block for a hard drive) to the Zip disk as if it was a hard drive. As a result disks are mounted only when the computer boots up. So if you must change disk, you have to reset. Eyetech make something of a selling point of this, suggesting that users might want to have several Zip disks configured as system boot disks and thereby have a different system set up for each member

of the family.

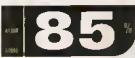
You may consider having to reset is a minor problem, in which case then this product is truly great. We however are not really convinced that it is worth the 50 odd quid saving over a SCSI device.

We are however sure that this problem with resets will eventually be solved - the latest version of IDEfix claims to cope, although we haven't got it to work yet. We did just about get it working via a mountlist using AF3 (Ami File Safe), which has major advantages over FFS on a Zip), albeit briefly.



Eyetech have told us that they are indeed working on solving the problem - when they do, this is well undoubtedly be a 90% plus product. Until then, most people would be best served by waiting until Eyetech sort out this one small gremlin, in an otherwise, excellent product. ■

Andrew Korn



PD Scene

The PD scene turns up trumps yet again this month, showing some of the best, and worst things to do to your Amiga.

★★★★★ Totally blinding
★★★★★ Good
★★★★★ Average
★★★★★ Substandard
★★★★★ Oh daar

Posiden

Game

■ **Available from:** Classic Amiga PD, 11 Deansgate, Radcliffe, Manchester M26 2SH

■ **Tel:** 0161 723 1638

■ **Price:** £1 plus 75p P&P per order

I remember seeing games like this on the VIC20 and they were bad then. In this masterpiece of x-grade gaming you have been magically turned into a fish, and can be restored to human form only by the ancient Greek sea god Poseidon. In your quest for this fishy deity you must float gently up and down colliding with the small yellow fish which zip from one end of the screen to the other.

Your quest is made difficult by the presence of an ever increasing number of jellyfish. These aren't really a threat in themselves, as they are very easy to dodge.

The difficulty of the game comes from the fact that avoiding being stung by jellyfish puts about half of the little yellow fish completely out of your reach, and as the little yellow fish are so infrequent you tend to rush recklessly for them in a desperate attempt to end the tedium as quickly as possible.

I really am the last person to claim that a game has to have flashy graphics to have playability – the major problem with this game though is that it has neither. ★★★★★



Star People vol 1

Slideshow

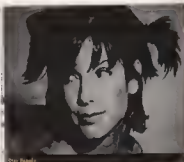
■ **Available from:** PD Power, 15 Lovelot Avenue, Aston, Sheffield, S26 2BO

■ **Tel:** 01374 160972

■ **Price:** 50p per disk & 75p P&P

This disk appears to be an advert for a scanning service. Whilst there are always going to be people who want to use a scanning service, I would be surprised if there was too many people who would want to use this disk.

It's a simple 'play a mod and show some pics' sort of a slideshow: the images being scans of an assortment of famous people. From a 16 grey scale image of Sandra Bullock looking like no one would have a photographer would be present, to a HAM image of Peter



Star People

Andre, who apparently thinks he is a musician, this is a disparate collection of celebrities some of whom are bound to be objectionable to anyone.

I could understand someone wanting a Sandra Bullock slideshow, or a Peter Andre slideshow. They would have poor taste, but I could understand it. With something this eclectic, I can't see people finding it particularly intriguing beyond the technical aspect of viewing quality scans. Pity then that there aren't any quality scans on view. ★★★★★

Kick It

Game

■ **Available from:** Saddle Tramps PD, 1 Lower Mill Close, Goldthorpe, Rotham, S63 9BY

■ **Tel:** 01709 888127

■ **Price:** 80p plus 50p P&P

Allow me to apologise in advance for awarding this game of the month. I may have taken leave of my senses. This whole title is sheer lunacy from beginning to end but I don't care. Anything this insane gets my vote. Within moments of this loading up, everyone in the office was crowded around watching in hysterics. All good games start with a story. You play the Laiden, a being who appears to be a naked skinny bloke with a fish for a night cap. He wakes one morning to realise that he is 10 minutes late returning his 'Nintendo cassette' to the rental shop. On his way to the shop to return the cassette, he has to fight his way past the evil cassette zombies that the shop owners have sent to hunt him down. Luckily the Laiden is blessed with the ability to shuffle along on one foot, holding the other ready to inflict monopodal violence

Game of the Month



Kick It

on the zombies as they approach.

The presentation of the game is excellent. There is a suitably bouncy soundtrack, bizarre sound effects and brilliantly drawn cartoon characters. The zombies shamble along great and lie with their legs sticking into the air when they are killed (can you kill a zombie?) and the scrolling backgrounds are filled with bizarre details and suspicious looking characters in brown coats. I suspect there is some weird, perverted subtext here somewhere for which blame programmers Los Labians Division of the Three Little Elks who appear to be either a Swedish coding team or a celtic in the community collective. ★★★★★



Aerial Racers

Racing gama

■ **Available from:** Saddle Tramps PD, 1 Lower Mill Close, Goldthorpe, Rotherham S63 9BY

■ **Tel:** 01709 888127

■ **Price:** 80p plus 50p P&P



Hey! I was just beginning to get depressed about the quality of PD games when this disk which was rammed unceremoniously into my drive, turned out to deserve gentler treatment. A racing game in the style of Acid software's over-the-top cow-with-a-caveau extravaganzas Sodmarks, Aerial Racers combines playability and a good degree of depth. Up to four people can race tiny little cars around a scrolling isometric racetrack which is about the size of the screen.

Although the driving dynamics are a little odd, the game works well with fast action, manic collisions and tactics which can include ramps and jumps. There are still a lot of little niggles to iron out, such as being able to drive the wrong way up jumps and the fact that most of the cars to choose from haven't been implemented yet, but thankfully, none of this detracts from the fun in any major way.

What really makes this game though is the fact that it comes with a rather useful track editor and, unlike many so-called editors, it actually works. You can't do T junctions for some reason, but you can make icy or sandy roads and alter the track height to make ramps and jumps. Graphics are basic but well done and the controls clear and well laid out. With a few little fixes and add ons, this title would be worth a licenseware fee. Its current status as freeware makes this Insane Software product a real bargain. ★★★★★

Lost on Parrot Island Adventure

■ **Available from:** Frank Otto, Greickstrasse 27, 22529 Hamburg, Germany. E-mail: robo-cop@dama.de

■ **Price:** £7.99 plus £1 P&P

With a name like Lost on Parrot Island author Frank Otto isn't trying hard to hide the inspiration behind this product. We would all love to see an Amiga release of Monkey Island 3, but until then, this isn't a bad little compromise.

If the quality of graphics in an adventure game is particularly important to you, you'll probably have some difficulty getting on with this title as the graphics are pretty appalling. However they do convey what is going on perfectly clearly, and I consider the layout and quality of the puzzles paramount in judging an adventure game, factors that Parrot Island scores well in.

You must escape from some distant Caribbean island, getting involved in a variety of scrapes and adventures on the way. As far as I played this title, I found the workings relatively sane, something which many GRAC and DOOPSI titles fall down on. Only one puzzle was solved by the old tactic - do everything to everything. I finally figured out that the torso of an old pirate is best put in the sea. About the level of strained logic you can expect from a professional title.

I hope Frank Otto works with a graphic artist on his next title. He acknowledges the weakness of Parrot Island in this area, and this is something that needs to be addressed if he wants to get his games up to professional standards. At just under £9 including P&P for a 2 disk adventure, it's a bit steep. When Frank finds a UK distributor the price will hopefully drop a little, and if you've done the tour of the big releases, then this is a good adventure game thirst quencher. ★★★★★



Slipstream

Game demo

■ **Available from:** PD Power, 15 Lovett Avenue, Aston, Sheffield, S26 2BQ

■ **Tel:** 01374 150972.

■ **Price:** 50p per disk & 75p P&P

Wipeout 2097 on the Playstation is possibly the best racing game ever. To make a clone for the Amiga seems foolhardy - given that the original is heavily dependent on fast moving texture maps, the hardest thing for Amiga to do. Which is exactly why an Amiga programmer was bound to give it a go sooner or later.

In this demo you to fly a hover bike down a texture mapped track and a tunnel. There are three versions, 1x1, 1x2 and 1x3 pixel modes, allow different speeds to be traded off for quality. In 1x1 mode it looks damn good, but is just too slow. In 2x2 the graphics aren't so hot but you get a reasonable sense of speed on a fast G30.

Coder Niku Hemmings and artist Richard Whittall have put together an impressive little routine, although there is no game and there probably never will be. It's more demo than game really - but an example of the quality of coders on the Amiga. With the arrival of PowerPC chips Amiga games like this will be possible, but not on current systems. It remains to be seen what all those dedicated Amiga coders with their hugely optimised code are able to pull off with that kind of processing power behind them. ★★★★★



PD Utilities

Andrew Korn trawls his way through PD, and catches a top educational program, an exccallant databasa and a shedful of tools.

★★★★★ **Totally blinding**
★★★★★ **Good**
★★★★★ **Average**
★★★★★ **Substandard**
★★★★★ **Oh dear**

Direct-a-disk Telephone directory

■ **Available from:** PD Power, 15 Lovatost Avenue, Aston, Sheffield S26 2BQ

■ **Tel:** 01374 150972

■ **Price:** 50p per disk & 75p P5P

A telephone directory on a single floppy disk? They said it couldn't be done, and here's the disk that proves them right! There are a lot of people who really use their Amiges, they want their computers to work for them as a specific tool, and will write the software to do this if

necessary. This is the source of most PD/shareware, and is why it is always of such variable quality. Direct-a-disk aims to be an all in one telephone number database. You can't find every number in the country listed here, but it has a dialling code facility and a program mable database. The whole lot is presented in a custom front end in a traditionally tacky AMOS style including such questionable wonders as red text on cyan.

The international section includes phone numbers for airports which haven't been updated at least since the 1 was added after the initial 0s of UK phone numbers, and possibly since spitfires were flying from them. The local dialling codes section could have been useful, but the first one I tried out was wrong, and you can't exit a search until you've scanned through every match - type in New and you get 72 entries from New Abbey to Newstyle, hit return before you type anything in and you have to click through every entry or reset your computer. Avoid ★★★★★



Beatmaster Metronome

■ **Available from:** PD Power, 15 Lovatost Avenue, Aston, Sheffield S26 2BQ

■ **Tel:** 01374 150972

■ **Price:** 50p per disk & 75p P5P

A metronome simulator sounds like a bizarre idea, but author guitarist Ian Baxter, likes to play with a metronome for timing (easier to find than a drummer, twice the IQ and drinks less). He found metronomes' clicking noise annoying. So, lapping salmon-like to his Amiga he created this odd package as the solution.

Rethair then just playing clicks, it plays a small selection of drum loops. Tempo, volume and fade-ins can all be configured for the individual user. There is not a whole lot that this does which you can't do just as well with a cheap electronic keyboard, so this is really only for the kind of guitarist who wouldn't be seen dead playing an instrument you can't easily strap around your neck and ponce around on stage with. ★★★★★

Titanic 2 Educational

■ **Available from:** PD Power, 15 Lovatost Avenue, Aston, Sheffield, S26 2BQ

■ **Tel:** 01374 150972

■ **Price:** £1 for 2 disks & 75p P5P

With commercial Amiga educational releases being as rare as a classroom with sufficient text-books it is a real pleasure to see a PD title that is as solidly professional as this. This two disk encyclopedia is nicely presented and covers the subject matter with an exhaustive detail. By clicking on cargo, for instance, you can access the complete cargo manifests, and by clicking on people you are presented with a selection of photo portraits of many of the major players in the history of the doomed Cunard liner. As you click on each of them you are presented with text describing them and the role they played in the epic story.

If I am giving the Impression that this is a brilliant school room tool, then all well and

**Utility
of the
Month**

good, but don't think that this is the end of it. A thick book on the subject will no doubt contain all that this program would and even more, but you would be lucky to find any book that presented the information as clearly and quickly

as this does. This guide is an absolutely excellent presentation of an interesting and controversial part of recent history and one I recommend highly to anyone with an interest in the subject. ★★★★★



F-base Database

■ **Available from:** PD Power, 15 Lovatost Avenue, Aston, Sheffield, S26 2BQ

■ **Tel:** 01374 150972

■ **Price:** 50p per disk & 75p P5P

Is there really enough room out there for yet

another simple functional easy-to-use database? Damn right there is. This one doesn't have the search and sort facilities of a serious commercial database package. In some ways resembling a spreadsheet used as a database package more than a dedicated database, but then it is a shareware package with a 50FF (about £8) registration fee, and most users are going to be after something simpler.

This package though certainly has a real niche that it can cover. We are in the realm of the record collection database here, and for this, F-base excels. With 30 fields, up to 9999 records (in the registered version), a rather attractive and multitasking, OS compliant presentation, features such as cut and paste and A-Z tables, this has all the features you expect from this end of the market. Particularly usefully for the record collection or similar indexes, is the ability to tag a record with picture and sound files.

If you want a simple database the combination of solid presentation and OS friendliness makes this a very good choice. ★★☆☆

Nitfall compilation 3

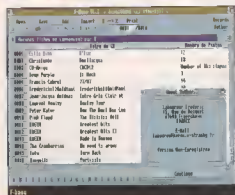
CD-ROM wannabe

■ **Available from:** Online PD, 1 The Cloisters, Halsall Lane, Liverpool L37 3PX

■ **Tel:** 01704 834335

■ **Price:** 75p plus 75p P&P

There isn't much space on a floppy disk, so



mere 800k. Hardly enough room for a single program, let alone an anthology of software. Let's be serious here. A CD-ROM has enough space on it for 700 or so floppies on it, so you can expect CD-ROMs to have lots of great little bits and pieces on it, sure, but not a floppy disk.

Wait a minute, what am I saying? I remember the day when I first got my hands on a floppy drive. You could store a whole 170K on one of those disks, enough for dozens of pieces of software. We could get by on a single floppy disk for years, we could. I used to be up at 5 o'clock in the morning, going down to the point being of course that not everything takes up 100s of K and if you are careful you can put together a disk that is full of bits and pieces in the same way a CD-ROM can be.

Many people may argue that while a CD cover CD might have a 7MB demo of the latest Doom clone this one has a game that can fit in the boot block of a disk, but the point still holds. From humorous texts to Workbench hacks, there is plenty in here that will ultimately keep you amused. Granted, there's not much of any testing use, but exploring it is certainly plenty of fun. ★★☆☆

My World Paint

Paint package

■ **Available from:** PD Power, 15 Lovatt Avenue, Aston, Sheffield, S26 2BQ

■ **Tel:** 01374 150972

■ **Price:** 50p per disk & 75p P&P

While most PD paint packages seem to be aimed at kids this one is clearly intended as a rival to DPaint and Ppaint.

On booting up, you are presented with a blink screen with a toolbar on it. Apart from the fact that the toolbar is horizontal rather than vertical, it will be familiar to anyone who has used an Amiga paint package before.

As with most PD/shareware paint packages, the airbrush is worse than useless, the spray bounded by a very obvious square, but other than that everything actually seems to work quite well. The



zoom function is a little weird, as it doesn't zoom the brush at all, and allows the artist to draw at screen resolution over the pixel boundaries, but the conversion down to actual size when the zoom is removed seems to work reasonably well.

What is wrong with this package is that despite the author's claim that this fulfils the need for a cheap Amiga paint package, the £8 registration fee puts it at about the price DPaint4 goes for these days, and make no mistake, this program is a long way from matching DPaint 4. ★★☆☆

AMICDFS V2.38

CD-ROM Filesystem

■ **Available from:** Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX

■ **Tel:** 01704 834335

■ **Price:** 75p plus 75p P&P

I like AMICDFS. It works. Unlike certain other CD file systems which don't - like the Commodore CD file system. AMICDFS actually works which means that it doesn't fall over parts of the CD standard, such as Rockridge extensions. If you had problems with CUED10 or Epic Encyclopedia '97 it is because the CD file system you use is incomplete, and AMICDFS could be just the trick for you. With this system Amiga or PC ISO9660 discs will read properly as intended will Macintosh HFS even in dual format.

AMICDFS's drawback is that it must be installed by hand. Follow the instructions carefully and you should have no problems - remember to edit the CD file to suit your set-up - Squint users should usually change the unit number field to 3, for instance, and the 'device' field isn't always SCSI DEVICE. Although a program such as SCSIInfer can be used to locate this users of an old system can always check on their old mountlist. Regardless of this minor gripe, AMICDFS V2.38 remains a fine product. ★★☆☆

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CD-ROM Scene

Bags of choice here from space, games or cartoons, to the ubiquitous yet traditional gigabyte from the Amineet.

★★★★★ **Totally blinding**
 ★★★★★ **Good**
 ★★★★★ **Average**
 ★★★★★ **Substandard**
 ★★★★★ **Oh dear**

Eric Schwartz Productions Archive

Available from: Weird Science Ltd, 1 Rowlandson Close, Leicester, Leicestershire LE4 2SE

Tel: 0116 2340682

Price: £19.95 plus £1 P&P

You've read the interview on page 34? If not, you've probably seen a sample or two of his work before – even if you don't have this month's CD. Eric Schwartz, eh? You just can't get away from him. Eric hit the Amiga scene early in the decade and has been a fixture since with his Warner style cartoons becoming something of a symbol for the Amiga. On this disc you will find nearly the entire repertoire of Schwartz furry animal pics and anims, the notable exceptions being his Pogo and Roadrunner anims which are sadly excluded for copyright reasons.

All of the animations on the disc work in a very satisfactory click to operate sort of way, assuming you have the memory to run them. The still pictures are all here in a variety of formats to please owners of OCS or AGA machines, as well as in 24 bit for those lucky Amigans with true colour displays. All the picture icons are thumbnails of the full image, a nice idea but alas one which rarely works too well. The supplied setup script attempts to



reset the palette and grab the Workbench pens necessary for displaying the icons properly. It doesn't seem to work brilliantly and can fall over badly on a Newlcons system leaving you with a rather garish mess.

Do you want this disc? That's easy. If you like Schwartz's work, then the answer is a simple yes. If you don't like Schwartz you'd be wasting your money. If you don't know Schwartz's work, then you really do owe it to yourself to check out the samples on our CD and decide if he really is one of the leading lights in Amiga animation. ★★★★★



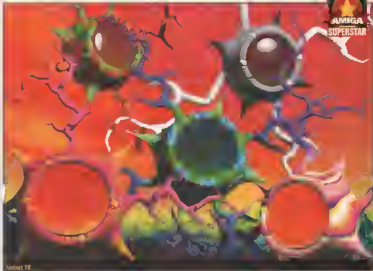
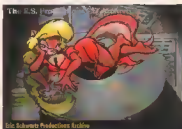
Amineet 18

Available from: Weird Science Ltd, 1 Rowlandson Close, Leicester, Leicestershire LE4 2SE

Tel: 0116 2340682

Price: £14.95 plus £1 P&P

It is getting increasingly difficult to review these things without getting a bit repetitive. As usual, for your paltry investment you get a gigabyte of archives from the latest and greatest code to have been uploaded onto the Amineet. The traditional back cover breakdown shows that this disc has a real



emphasis on fun, with 104Mb in the games directory, 136 in the demos directory, 225 in the mods directory and 224 in the graphics directory. As a bonus the compilers have arranged for the brilliant Xtrame Racing to be included. This game came fourth in our recent '50 Best Amiga Games Ever' feature, and is easily worth the price of the disc on its own if you are in to racing games.

Serious users should not feel left out either, as although this isn't a particularly rich utilities disc, there are still plenty of utilities there. It's getting to be fairly common to give AmigaNet discs a screensaver award - this one is earned for the entertainment value. ★★★★★

Views of the Solar System

Available from: National Science Teachers Association, 1840 Wilson Boulevard, Arlington, VA 22201-3000, USA

Tel: (+1) 703 243 7100

Price: US \$21.95 plus P&P \$6 for US addresses, \$16 for overseas

First warning. This is not an Amiga CD-ROM. However, as this CD-ROM holds a massive information database in HTML (web page) format and compiles to ISO9660 standards, there is no problem running it on a CD-ROM equipped Amiga, just so long as you have a web browser and a reasonably up to date file system installed.

The disc comes with Adobe Acrobat and Internet Explorer, so you can use it on a PC, a Mac or a ShapeShifter based Amiga, or you can use it with your own Amiga browser. I used Ibrose with Avid selected as an external viewer for the AVI animations and the whole thing worked very nicely indeed.

Views of the Solar System is published by the American National Science Teachers Association and is designed as a classroom resource, although it would be equally at home in the collection of anyone with a passing interest in Astronomy. The disc fires off from an index page you will have to point your browser at this, as with all similar things, it is called index.html. From here you can navigate your way around the masses of information grouped by subject.

Assassins 3

Available from: Weird Science Ltd, t Rowlandsdon Close, Leicester, LE4 2SE

Tel: 0116 2340682

Price: £18.95 plus £1 P&P

Firstly, this CD is stacked high with trash. No surprises there from a disc of this type - as there are hundreds of games from the world of shareware and PD here. It would be a miracle if they were all good.

The fact is that for every gem here, there are two games which are quite good, four which are OK for an hour and five which are unplayable. This is the nature of the beast, however should you buy the CD or just go on using a PD library and live in hope?

The compilers have included a front end to select games which is quite simply excellent. The menu system is joystick operated, so you can just stick the CD in the ASI MENU icon, pick up your joystick and you can almost forget that you are using a computer and not a games console (setting aside the quality of the games, that is).

All of the games are divided into categories to give you some idea of what you are letting yourself in for. Once you have scanned down the titles in a list that interests you, you click on the game of your choice and are presented with a screen which tells you the hardware requirements and offers you the choice of running the game or going back to the menu screen to look for something else. In an ideal world you could hover around this menu system trying games and being dumped back to it when you get bored and quit them, but in reality for too many of these games don't bother with a quit function. This is not the fault of the CD, of course. Go back to the Workbench and you will find further wonders.

The Extra memory needed drawer is where many will spend most of their time, with such gems as the original Genetic Species demo, the brilliant Space Taxi 3 and the Wheels on Fire demo. There is also a drawer of commercial demos including Worms, AB30, Capital Punishment, Velluella 3 and more. And of course, wheel discs could be complete without a huge collection of levels for Boulderdash, XTR, Worms, Skidmarks and so on, not to mention editors for SWOS, AB30 and others.

This disc represents a huge resource for all gamers. Buy it, it's excellent. ★★★★★



There are pages covering all the planetary bodies as well as most of the major phenomena of the solar system from the Kuiper belt to the solar wind. There is a section covering the alleged "face on Mars" which could be an easy way in for students who don't immediately see the attraction of this kind of study. Each subject has a comprehensive text, written in a

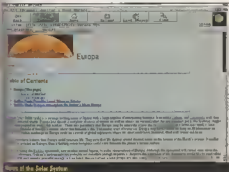
scientific but very accessible manner - no problem for anyone from secondary school up. Diagrams are plentiful and useful to show just how elliptic the orbits of long period comets actually are. Also, each major body has a comprehensive table of facts and figures covering everything from planetary mass to orbital eccentricity.

Perhaps the richest resource on the disc is the mass of images. It is impressive that they cover not only the obvious, attention grabbing

Pioneer photos of swirling Jovian cloudscapes, but also the vague black and white blobs, which represent the most distant objects in our solar system. Along with the still images are a good selection of animations in AVI format, so if you want to really get an understanding of what Saturn's rings are all about, you can watch them rotating. One note

of caution here as some of these AVI files are HUGE, so don't expect to view them all unless you have lots of memory.

Presentation of the HTML pages is unfortunately a little bland. I would have liked to see a background colour selected at the very least. While the kind of fleshy presentation and neat animation trickery that makes so many web sites special would not be wholly appropriate for what is meant as an educational product, I feel that it could have been better. With no current UK distribution, the NSTA will ship to overseas customers for a \$16 shipping charge. Including this charge the disc will cost a UK purchaser around £25 at today's prices. Incredibly expensive for such a comprehensive reference work. ★★★★★



Views of the Solar System

Art Gallery

You can send your artwork to us at Art Gallery, CU Amiga,
37-39 Mill Harbour, Isle of Dogs, London E14 9TZ.

Yoda by Colin Thomson



Colin has adopted a very traditional approach to this image. Originally sketched in outline, the colour was filled in and details worked onto the image. One advantage of computer art is how easy changing colours is.

Abduction by James Mellace



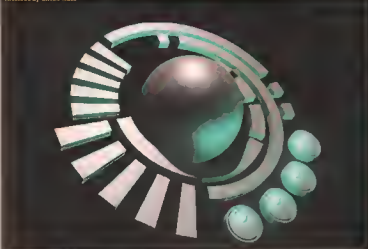
The X-files may have made this thing popular but the imagery is much older - for grey aliens read demons. Check out the 18th century painter Henri Fuselli....

Day-light by Robbie Hall



This image highlights the difficulty of integrating hand drawn and fractal images. Using anti aliasing or a low level of noise filtering on the hand drawn elements helps.

Artelact by Garish Nath



Done in Lightweave 3.5 this is unusually engaging. The skewed Z axis gives it a very sculptural feel. Sadly the texture contrast between the sphere and ring causes the sphere to be so well lit while the ring becomes a bit washed out

India by Garish Nath



I've seen this on Aminet - it's great. Image composed with photogenics and touched up with brilliance.

UFO by James Wallace



UFOs were rendered using Imagine, and modified with DPaintIV and Photogenics. This stands out from similar images due to the excellent use of a limited palette and the strong composition. The angles of the UFOs follows a rule of composition popular with followers of European romantic art and reminds me of the works of John Martin and Caspar David Friedrich.



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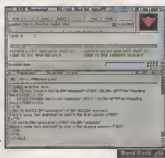
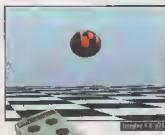
The good, the bad and the downright peculiar this month as cowboy Garth Sumpter rounds up some renegade sites.

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Someone once said that there are more questions than answers: but not here. All your questions, answered. No matter what.



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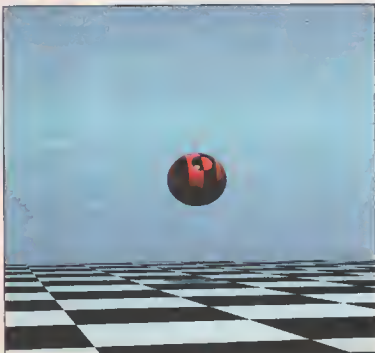
Need a program? Not sure how to do something? Look at CU Amiga Magazine back issues page. The details of previous issues contents including cover disk and CD content are here

Amiga Workshop

Imagine 4.0



Animation trade secrets this month: all you need to know to render realistic object and camera motion with your favourite rendering program.



Creating animations with Imagine is terrific fun, but it can also be a little daunting to know how to start. This month we'll examine, in some detail, how to create an animation of a bouncing ball. This will involve making the ball move in quite a complicated manner, and so it is worth experimenting with this project to see how it all works.

When completed, you should understand how to create your own animations that feature your own objects.

Bouncy bouncy

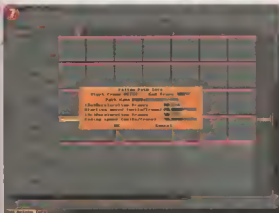
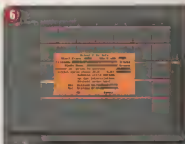
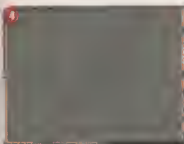
To make the ball move in a realistic way, we are going to forsake the simplest "tweening" feature (which automatically moves an object between a start and end position) and instead use Imagine's Path Following abilities.

Paths are created from the Object/Add menu from the Stage Editor (why not the Detail Editor? I don't know). A path can be "open" or "closed". An open path is like a curve or a line - there is no join. A closed path is like an orbit, in that the path will end up back at the start. If you want your objects to follow the same path over and over, then pick closed. In this example, we'll create an open path. See pic 1.

Make sure the path is selected, and use the Mode Menu to toggle between Group and Path editing. When you switch to Path Edit, notice that the Path Menu is now active. Now select both end points of the curve (hold down shift to select them both) and select "Split Segment" from the path menu. This will insert a new point half way between the two selected points. This point can then be dragged upwards (in the Right View) to produce a curve. You may need to move the end points to the left and right a little bit in case you create a loop rather than a curve. See pic 2.

Although a very pretty bell-shaped curve,





this isn't the path we want. So select the end points, and rotate them in the X axis. The curve will change shape and you'll be left with this arc. This looks pretty much like the path which a bouncing ball would take. Make sure you save it. See pic 3.

Let's give our ball a slightly more interesting path. Still in the Stage Editor, make sure the path is selected and use "Clone" from the Object Menu. This duplicates the path. Now scale it slightly, and move it to the side so that it matches up. Repeat this process until you have four paths, each slightly smaller than the others, laid end-to-end. See pic 4.

Now let's create something to bounce. Nothing too fancy to start with, so Save. Changes and hop to the Detail Editor. Create a Sphere object there, name it, and save it. This time, do NOT create a perfect sphere. Instead use the Add/Primitive Sphere. The reason for this will be apparent soon enough. Return to

the Stage Editor and load the Ball object. It doesn't matter where it is positioned at the moment. Save the changes and move to the Actor Editor. See pic 5.

The first thing you should do now is to set the number of frames to 100. Next, go through all the path objects and the ball and make them and frame 100 instead of 1. To do this, click on the top reddish blob (the Actor timeline) and change the values. See pic 6.

Now for the clever part. With the "Delete" button selected (bottom left) click in the Ball object's position timeline to remove it. Now click on "Add" and click again. You'll be asked to select between following a path or tweening position: select the path. You can now adjust the stop and start frames, and enter the name of the path. See pic 7.

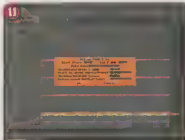
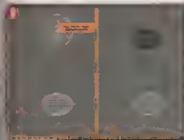
You should be able to work out what to do next. Add four position timelines, and set each one to follow a different path. So for frames 1

to 25, the ball will follow the first path. Then, from frames 25 to 50 it will follow the second path. Repeat for all four paths. Save changes and return to the stage editor to preview your bouncing animation. See pic 8.

Let's play with the shape of the ball. Go to the Detail Editor, and load in the ball. Create a new state called "Normal" and make sure the Shape attribute is selected. Now use Scale, in the Z axis only, to squish the ball slightly. Make another state, called "Squashed", and then re-save the Ball. This is why we couldn't use a perfect sphere, as it would not deform.

Back in the Actor Editor, delete the Ball's Actor timeline and insert some new ones. This takes a little experimentation, as you will need to make the ball squish almost immediately on impact and then return to normal as it rises. See pic 9.

With the ball motion perfected, you can add a floor for the ball to bounce on. The easiest



Continued overleaf ►►►

way to do this is to create a rectangular plane and apply a chequered texture in the time-honoured tradition. For best results the floor should be ever so slightly reflective. Yes, this takes ages to render, but it makes the ball's motion look much more realistic. If you have a fast machine, using shadows will help too, as they also help the brain tell when the ball is about to touch the floor. See pic 10.

There is still plenty of fine-tuning to perform. The ball should be spinning slightly as it bounces along, so apply the Rotate20 special effect to it (you'll need to apply a texture or brushmap so you will know if the ball is actually moving). However, the biggest improvement which can be made is to adjust the rate at which the ball moves. As you know, when a ball bounces, it travels fastest at the bottom of each curve, and slowest at the top of the curve (at least in the vertical direction). You can adjust this from the Action Editor using the (De) Acceleration settings. See pic 11.

Lights, camera, action

Before rendering your animation, you will need to play with the lighting. I added a single light-source quite high in the sky and also increased the ambient lighting to about 10 units of each colour. Adjusting the backdrop colour will give a pretty graduated effect which is hard to create in any other way. If you have a fast Amiga, adding fog will create a good impression of depth.

The last stage in this project is to animate the camera, as keeping it placed in the one spot will fail to show off the animation to its best effect. To change the position of the camera we could simply let it tween through two positions; you could make it track alongside the bouncing ball for example.

However, let's stick with the path concept, and create a sweeping arc which the camera can follow. This creates a very pleasant effect, as it's often used in the 'real world' with real

12



cameras. All you need to do is return to the Stage Editor and create another Open Path. This time, the two end points will suffice, so move them around and rotate them until you have a nice curve. See pic 12.

In the Action Editor, delete the camera's position timeline and add a new one, which follows the new path. You will also have to delete and add a new alignment setting. Here you have an interesting choice: you can either choose to have the camera locked to the ball (and so the ball will remain central in the screen as it moves) or lock the camera to another object – even an invisible axis specially created for the purpose. Again, this is one of

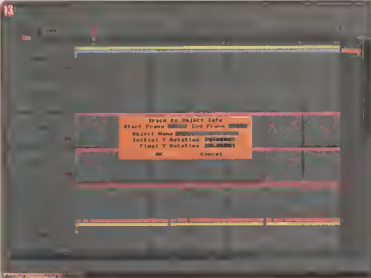
those situations where you will just simply need to experiment in order to achieve the best results. See pic 13.

It's a wrap!

And that's all we have time for this month. Our animation demonstrates several important concepts and you should be able to adapt them to suit your own requirements. Remember though that rendering in Trues mode (necessary for shadows) is not always essential – and when you are creating an animation containing a thousand frames or so you want to keep each frame render down to as short a time as possible. ■

John Kennedy

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Animation Effects

When rendering an animation you will need to have a large number of options at your disposal with regard to the way in which the camera works. Watch a film or television program to pick out the different ways the professionals do it. In one case, the camera might remain steady as an object moves past. In another, the camera might remain in the same place but pan left to right following the object. Or the camera might keep the object in the centre of the screen. Or you might see the view from the perspective of the moving object... the list is endless, but imagine you can perform all these with ease. Remember that the camera can be treated like any other object and will follow paths, tween positions and cut from one location to another. By making effective use of the camera, you will ultimately be sure to make your animation stand out.

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Masterclass

Workbench Tricks

Think that you've got Workbench working as fast as it can? Wrong...

The Amiga Operating System is a flexible and powerful beast, combining the best of both worlds with its unique Graphical User Interface (Workbench) and Command Line Interface (the shell). In order to make both easier and quicker to use, there are many little key-presses and tricks you can use. This month we'll take a look at some of the most useful. Although by no means an exhaustive look, it will be a dedicated Amiga user indeed who doesn't learn at least something!

Selecting icons

Use a few keys to make Workbench just that little bit quicker. This is especially true when dealing with icons. Remember, all files can be made to appear as icons by using "Show All files" from the Workbench Windows menu.

General tips

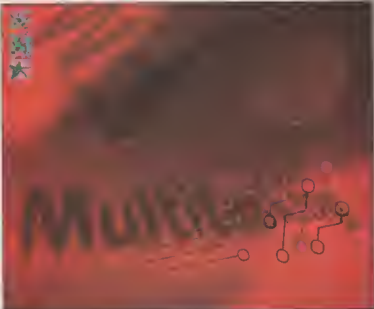
- Drag the mouse pointer whilst holding the left mouse button down to draw out a "marquee" highlighting several icons at once.
- Hold down the Shift key when moving icons (left mouse button held down, mouse dragged) to keep all the highlighted icons moving, not just the one which you first select.
- Press Right Amiga and A to quickly select all icons in the active window. You can even drag an entire floppy disk onto a hard drive. This creates a directory with the same name as the floppy disk, and duplicates the contents.

Multitasking

As you know, the Amiga is a totally multitasking computer and this means it can run many applications at once. The way in which the applications are displayed varies: you can sometimes select the mode yourself! Here follows a simple summary of the options and what they mean.

Private screen

The Amiga opens up a new screen display, and uses this display to run the new application. It's sometimes possible to switch off the original Workbench display, and this can be very useful if memory (especially Chip RAM) is at a premium. When the application is closed, it should automatically re-open the Workbench. The advantage to this method is that the application has total control over the number and definition of the colours used in the screen mode.



Workbench

The application program opens up a new window on the existing Workbench. This can be useful when using a program which interacts with the contents of the Workbench, such as a small disk utility or icon editor. The application doesn't use up memory on a new screen, but has to live with the number of colours which the Workbench is currently displaying.

Public screen

Sometimes an application will open up a public screen, which means that other applications can use it. It's a bit like opening up a second Workbench display. It can be very useful if you intend to use several programs together, and don't want to have to keep flipping from one screen to another.

If you want to know which programs your Amiga is currently running, you only need to open a shell window and enter "Status". This will produce a list of running applications. From the shell it's possible to terminate a pro-

gram using the command called "Break". Break takes as arguments the program's reference number and also the manner in which you want to try and stop it. This is all to do with whether you want to send the application

Workbench Shortcuts

Here's a short list of real timesavers...

- Press Right Amiga and . (full stop) to tidy up icons displayed in the active window.
- Press Right Amiga and E to open up a special one-line shell for entering commands.
- Press Right Amiga and X to close the current open window.
- Press Right Amiga and N to create a new empty drawer.
- Press Right Amiga and R to rename it, or the active icon.
- Press Right Amiga and I to bring up information on the current icon.

Shell shortcuts

Ctrl A	Move to start of line
Ctrl Z	Move to end of line
Ctrl K	Delete from cursor to end of line
Ctrl U	Delete from cursor to start of line
Ctrl X	Delete entire line
Ctrl H	Delete character to the left of the cursor
Cursor Up	Move through command line history
Cursor Down	Move through command line history
Control R	Repeat command

The following may only work on enhanced Shells

Control T	Insert Space
Control L	Clear screen
Esc C	Clear screen
Tab	Intelligently insert filename

Control C, or a Control D message. There are other possibilities but "Break X all" covers them all where X is the process number.

Shell skills

Here are some keyboard shortcuts to speed up your typing when at the Shell. I would recommend a freely distributable utility called "KingCon". This enhances the Shell to include a scrolling window, which means you can look back over all that has happened.

The "command line history" is the list of things which you have already typed into the Shell, if you have entered a particularly tricky command, to repeat it you only need to press cursor up and the command will reappear. You can then edit anything which needs changing before pressing return. (Only when you press return will the line be added to the history).

The Shell will try to help you out. For example, if you have already used a "cd" command, then entering "cd" and pressing "Ctrl R" will find the last occurrence. Press "Ctrl R" again for the command used before, and so on.

If you've wanted to alter the way that text is displayed in the Shell window, read on.

Using special character sequences called "Escape Codes", changes the colour and style of the text. It's very easy to do too.

For example, open a Shell window and enter the following without pressing enter:

```
echo (press space) (press ESC key)
[ 1 m (press return key)
```

You should see something like **figure 1**. Next time anything is displayed, you will notice that your Shell will have started displaying text in bold type. Here's a list of some other Escape codes you can enter to brighten up your Shell.

Shell text style control codes

ESC [0m	Reset to default text
ESC [1m	Use bold text
ESC [2m	Use bright text
ESC [3m	Use italic text
ESC [4m	Use underlined text
ESC [7m	Use inverted text
ESC [8m	Use invisible text

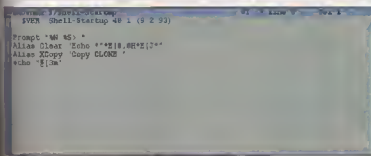
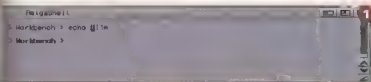
If totally stuck, press ESC C (return), to clear the window and reset the text styles.

It's possible to make these text styles happen automatically every time you open a Shell. The secret is to use the shell-startup script which lives in the `~/.shell` directory. This is the script which is executed every time you open a shell. Normally it's used to set the default prompt string or maybe set up a few alias commands, but you can also use it to ensure your text is always italic or bold or both.

Here you see the version of shell-startup which is on my system. As well as defining the prompt string (go on, experiment with this tool) there is an echo command which switches on the italic text. From the text editor, the escape key shows up with its own special symbol your text editor may vary.

You can even build the escape sequence into the prompt string instead of having an extra Echo in there.

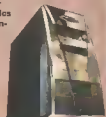
John Kennedy



Adding the Shell-startup script to automatically mess up your text is easy!

Useful tips and tricks

1. Make sure your Workbench display isn't running in a Window as this just confuses things. Check that the Backend option is ticked from the Workbench menu, and use "Snapshot All" from the Window menu.
2. Install Directory Opus. Nothing makes copying and moving files, searching for particular names, viewing pictures, previewing text, checking to see how many files you can fit into one floppy, archiving, FTP access and a host of other things, simpler. Get it now.
3. Get a good text editor. Use GoldEd or EdWord or CynqueEd or anything other than the standard Ed to hack your user-startup files.
4. Get MagicWB and install it. Or NewIcons. Anything to tidy up your Workbench and make that now very 1990's bluegrey look more interesting. Remember your backend setting too: be bold. Be daring. Be in sixteen colours so you don't use up all your chip memory.
5. Get a hard drive. If you haven't got one, then I don't want to know you. You are bringing shame to Amiga owners everywhere.
6. Get a modem. Get on-line. Get on the Internet and make yourself heard. Forget about writing letters to those anti-Amiga loons on teletext. What do they know? They write a fictitious diary about a man with a chin for heaven's sake.
7. Get a CD-ROM drive. There is so much wondering free (or near as dammit) software out there you can't wait to make the most of it. Ah, the joys of spending a rainy Sunday afternoon exploring an Amiga CD...
8. Learn to program. All the tools you need are out there, either in the PD or on coverdisks. C, Pascal, Assembler, BASIC, Perl, ARexx - there really are dozens to choose from. Don't forget that programming is rewarding and challenging - it could get you a job!
9. Get a life. Don't spend hours arguing with your mates that your unexpanded A1200 is better than their Pentium 200MMX because it can really multitask. Instead, make the most of the Amiga's strengths: excellent professional quality image software (Imagine, Cinema4D), easy to use video-recorder friendly graphics and music composition stuff which even a tone deaf E17 fan could use.
10. Finally, don't forget that your Amiga is there for you to enjoy...



Desktop Publishing

Following last month's complete ProPage 4.1 cover mount, our regular DTP column now turns its attention to helping you get started with this powerful application.

In this month's DTP workshop I'm going to go through some of the more basic steps on how to do some of the common tasks. Things like creating a page, saving your document, creating text and so on. Do remember that these tutorials form only a few pages of the 200 or so in the full manual.

Document creation

The first thing you will need to do is to create a document.

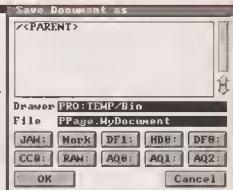
Step 1: Run ProPage by double clicking on ProPage's icon on Workbench. The program will open with no page open. The first time you run ProPage, you will be asked to select a screenmode, choose 2 colours when you do.

Step 2: To create your first document, press the right mouse button and choose the main item, "Page/Create/From Default".

Step 3: This will open a requester labelled "New Page Format". In this requester is a number of adjustable settings.

Step 4: Multiple pages. If you want more

Professional Page 4.1



than one page, then in the "From Page" gadget, enter a number. Then enter the number of the last page in the document you require.

Step 5: Click on the "Automatically Link Columns" button to turn it off (on is black, white is off).

Step 6: To create a page the size you want such as A3, A4 and so on, then simply click the appropriate button.

Step 7: Click on OK to create the page. A "page" will appear on your art board. At the top of the toolbox, is the page number (page 1, in this case).

Saving docs

Once you have a document in memory, you will want to save it to disk to make sure you don't lose it. Here is how to do it.

Step 8: Choose "Project/Save As" and choose a drawer and a filename for your test file.

Move a box

Everything in Professional Page is based around bounding boxes. Text and graphics all need a bounding box and here is how to create one.

Step 9: Choose the "Box Create" tool from the toolbox by clicking once (left mouse button) on the appropriate icon (top left).

Step 10: To draw a box, press the left mouse to start the box and continue to hold down the left mouse button as you drag out a box. To abort the task at any stage, press Esc.

Step 11: With the box completed, click on the "Null Pointer" in the toolbox to turn off the "Box Create" tool. Click and hold down the left mouse button while the pointer is over the box. The "pointer" will change to a hand.

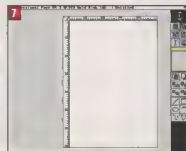
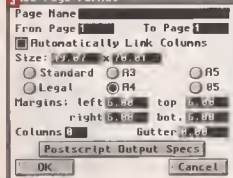
Step 12: With the left mouse button still held down, move the box to another position on the page. To put the box down on the page, let the left mouse button go.

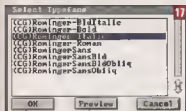
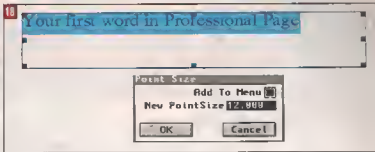
Entering text

Now you have a box and are comfortable with it, let's put some text in it.

Step 13: Click once with the left

New Page Format





mouse button on the "Text tool" in the toolbox. Move the pointer over the page/ert board and it will change to an I-beam.

Step 14: Click the left mouse button with the I-beam over the box you have drawn. Type some text. Don't worry if it comes out rather small, you can press Right Amiga-2 to magnify the page.

Text formats

You will now want to format your text using your preferred font or typeface, font size, leading and so on.

Step 15: Place the I-beam/cursor in front of the first word. You can very easily do this by using the keyboard cursor keys.

Step 16: Hold down the left mouse button and drag the I-beam over the text.

Step 17: Choose the menu item Type/Typeface/New, or press Right Amiga-F. A requester will open showing you your available typefaces. Choose the one of your choice and then click OK.

Step 18: With the text still selected, change the size of the text using the Point Size requester (press Right Amiga-Full Stop). After typing in the number representing your point size (in this case, the number 12), and then press Return.

Picture importing

After text, the second most common task will be placing your required pictures on your page. This is simple enough, but does require a box as well.

Step 19: Draw a second box and select the "Null Pointer" when you have finished.

Step 20: Press "Right Amiga-G". This is the

keyboard short-out for the menu item Project/Import/Graphic.

Step 21: Using the file requester, choose the IFF-ILBM picture that you want to use. ProPage will import many other formats but for now, choose an IFF-ILBM. A busy pointer will appear until the image has been imported and appears on your page.

Step 22: In black and white, a dithered representation will be shown on screen. In colour mode, the picture will contain less dithering and more colour/grays.

Auto numbering

Using special codes produced by ProPage, you can insert page numbers into a text box anywhere in your document which are automatically updated if the page (or box containing the code) is moved within the document. The current date and the document creation date can also be inserted and reflect the system date of your Amiga. These codes are inserted in text by using the following keystrokes.

Step 23: To begin, draw two boxes and choose the "Text Tool". Now place the I-beam/cursor in the first box.

Step 24: Press CTRL-2 to insert the current Page Number. If this box is moved, copied to

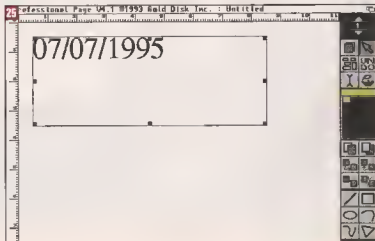
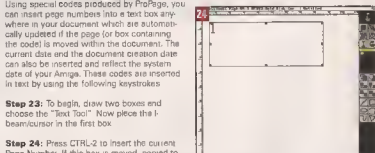
another page, or the page moved, the number will change.

Step 25: Place the I-beam in the second box and press CTRL-6. This inserts the current date. This will be updated each time you load this document.

That's it for this month. You should now be able to get to work with Professional Page 4.1 without having to guess where and what everything is.

If you want the manual and/or a book about the program, or even some extras, call me on 01908 370 230 and we'll do our best to sort you out. ■

Larry Hickmott





Sound Lab

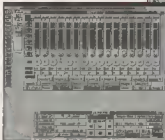
MIDI can take your Amiga's music one step beyond, but just what is MIDI and how can you use it?

When it was first launched, the Amiga's sound generating capabilities were universally acclaimed as "totally awesome." Over time, they have been put to excellent use by games, MOD files and even speech synthesizers. However, to use the Amiga to compose music, you shouldn't be afraid to use MIDI to beef up your Amiga's sound capabilities.

The key to getting more from your Amiga, is to turn to MIDI, the Musical Instrument Digital Interface. It's been around for some time, and is a serial format standard for connecting together electronic musical instruments and all associated equipment.

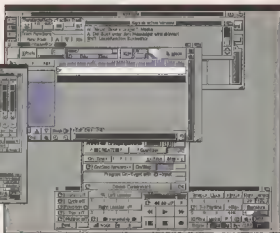
Software

When first introduced, MIDI was a breakthrough for many musicians because it made it possible to integrate computers and instruments together. Using a program called a sequencer, the MIDI events can be arranged on the screen, saved to disk or even generated mathematically.



erated mathematically. It's possible to play a tune on a music keyboard, and adjust the timing, delete dud notes or add special effects and then replay the tune. This is possible because MIDI doesn't send the actual sound, but a digital code which represents the notes to be played.

The Amiga has several very good sequencing programs available. My favourite is MuscX v2, which although intimidating at first, is a very flexible and powerful program. Short sequences can be recorded, edited and then



▲ Camouflage is a new Amiga MIDI sequencer, and shows a great deal of promise.

combined into larger groups. These groups can themselves be combined with other groups, which makes building up a vocal part, layer by layer very easy. Other contenders for top Amiga music program include Bers and Pipes, which is allegedly available free on the Commodore on-line system, (if you can find it).

Recently I discovered Camouflage, a shareware MIDI sequencer which promises to be one of the most powerful ever released for the Amigs with support for multiple MIDI interfaces. General MIDI and audio recording. Initial experience has shown it to be a little unstable,

but work is ongoing and you should make a point of checking it out for yourself. Camouflage is available for downloading from the Amnet archives.

Remember also that good and faithful programs such as OcéMED can also be used with

MIDI equipment, and this is often the fastest way for Amiga musicians to spend their set-up and start making use of the extra sounds. If you are tired of being limited to four or eight sounds at once, wait until you

Where to start?

MIDI hardware comes in dozens of different varieties. Some of the most entry-level stuff consists of "Home keyboards" such as the ubiquitous Yamaha series. These units often include a keyboard and speakers, and can generate backing rhythms and drum tracks.

However, I would have to recommend that you stay clear of the cheaper versions. Although they have long progressed beyond hateful Bossanova bleats and most are MIDI compatible, they will not offer you the same flexibility as a dedicated MIDI set-up. It's like comparing a midi hi-fi system with a set of hi-fi separates. (Yes, they both have the same word "midi" in their names, but this is a quirk of fate so don't confuse these terms as they have nothing to do with each other).

Instead, get a good MIDI sound module and a master keyboard, or an all-in-one synth and keyboard. Remember, you can always add more instruments as your budget increases and MIDI will allow you to play many different instruments at once. If you are worried about the future of the Amiga, remember MIDI instruments will work on any platform with a suitable MIDI interface.



▲ In the world of electronic music, it's not what you know. It's about having the right connections, like the 3 above.

How much?

A few years ago, trying to kit yourself out with MIDI equipment would have cost you an arm and a leg. Maybe a few internal organs too. Now, professional quality instruments such as Roland sound modules are available for under a hundred quid. Try dealers such as Turnkey in London (tel: 0171 378 5148, or E-mail them at: sales@turnkey.demon.co.uk). These types of sound module can typically play 24 notes at once, using up to 16 different voices. They have built in drum kits and sound effects, and digital effects such as reverb and echo.

In order to use them on your Amiga, you'll need a MIDI interface to fit to the Amiga's serial port to convert signals to and from the MIDI standard. These cost around £25, such as the ProMIDI Interface from HiSoft (tel: 01625 719181, e-mail: sales@hisoft.co.uk).

The last link in the chain is software, and here there is still a wide selection. If you are a tracker addict, you can keep using DataMED or SoundStudio, as these speak true MIDI. If you prefer a more flexible approach to music composition, hunt down MusicX, Bars and Pipes or the shareware program Camouflage (a demo is available on Aminst).

If you want to be able to play your music on a music keyboard, you can buy several octaves of MIDI generating keys for just over £100. These will offer many advantages over using a computer keyboard, with most of them being velocity sensitive (how hard you hit the keys), and will also allow you to play chords.

connect a MIDI sound module and can play 32, professional quality instruments at once

Hardware

Practically all electronic music instruments are MIDI compatible, and in fact many instruments are only possible at all because of MIDI. Here's a brief list of the types of MIDI hardware which are available. The term 'synthesiser' is so misleading these days that it's easy to get confused.

Synthesiser

It is generally taken to mean a system consisting of a keyboard with a built in sound-generator. The keyboard will trigger the sounds, but also transmit MIDI information to control other MIDI equipment. The synthesiser will also have a MIDI input for receiving information from an external source, such as a sequencer program running on a computer. Some systems include their own built-in sequencers and even have disk drives to store sounds and songs. These are referred to as music workstations. Synthesisers have been undergoing a bit of a revolution of late with a turn away from the pure digital sounds back to a more analogue feel - a control panel consisting of eight

anonymous buttons and a single-line LCD display is out, and large screens with dozens of knobs and sliders are in.

Sound Module

A sound module is a synthesiser without the keyboard. It has MIDI input to receive information from a keyboard or a sequencer, and an audio output. Most modern sound modules are GM compatible, and include drum sounds as well as pines, strings, bass and so on. Specialist modules are also available - perhaps containing only piano sounds, or only drum and bass sounds.

Drum Machine

These are sound modules dedicated to creating drum sounds.



▲ Sound modules are usually innocuous looking grey boxes like this.

Some have built in mini-sequencers, designed to store drum patterns. Drum machines are less popular - most sound modules have excellent drum sounds, and the eminently more flexible sampler is now used to store drum loops and individual hits instead.

Sampler

Using the same principles which allow the Amiga to replay real sounds, a sampler is a unit which replays the sounds of real instruments. However, that is a very broad description and most samplers are instruments in their own right. They can replay 32 or more sounds at once, and include envelope features to shape the sound and apply filters and other special digital effects. Samplers need to store their sounds, and so come with floppy or even hard disk drives. Samplers are used to provide individual instrument sounds, vocals, complete drum loops and even samples of speech or other sound effects. They are incredibly useful and it's possible to create an entire song using only a single sampler as long as you have the right sounds to start with.

Finishing Touches

As well as the sound generating equipment, various other items are needed in order to complete a home studio. If you are using several sound sources, you will need to mix the sounds together. This is easily achieved by using - surprise, surprise - a mixer. There is now a range of mixers specifically aimed at home users, which are affordably priced (starting at just over £100) and yet can accept eight or more inputs and mix them down to a stereo output.

A mixer also makes it possible to add extra effects to your sounds by using a digital effects processor. These are units which once inserted into the audio path will provide you with compression, echo, reverb, delay, flange, phase and other affects - all essential if you need professional results. If you are recording live vocals, a microphone will connect to the mixer and allow you to adjust levels and



▲ Samplers are most often in rack-mount form, with built in disk drives.

equalisation (the bass, midrange and treble settings).

Finally, you need some way of recording the results. An ordinary cassette tape is fine if you want to share your work with friends. A DAT machine is better though, and although expensive means your work can be duplicated without quality loss and used to master CDs or records. With the price of modern CD-R drives ever dropping, it's now even possible to burn your songs directly.

If you follow this shopping list, the chances are that before you know it, you'll have spent over a thousand pounds and have filled your bedroom to bursting point with kit. Just remember that you don't need to buy everything in one go - start with a MIDI instrument and get a feel for the sounds it can make. Other equipment can be improvised or hired as is needed, and of course no number of flashing red LED's or black rack mount boxes can ever be a substitute for actual talent! ■

John Kennedy

Glossary

MIDI
Musical Instrument Digital Interface. A world wide standard for sending data between instruments and computers.

General MIDI

If an instrument is "General MIDI compatible" then it will meet a minimum specification, have a certain number of instruments assigned to particular voices and so replay any GM tune as it was intended.

MIDI Interface

In order to be connected to a MIDI instrument, the Amiga needs an interface. This consists of a small box which connects to the Amiga's serial port and features the 5-pin DIN sockets which MIDI uses.

Wired World

Still looking at advanced HTML techniques, this month we concentrate on colouring our tables and fonts to produce a monster site.



We looked at HTML tables in a previous tutorial but a couple of neat, new aspects added to Amiga browsers means we can create an attractive looking part of our page without needing extra in-line graphics, thus less bandwidth is required so pages will load faster and look great even if the browser has images turned off.

We're going to play with a tag called FONT which allows control over the size and colour of fonts inside our HTML document. Even better, we can control those aspects on the same line. A simple example of FONT is to change the colour to brilliant white

```
<FONT COLOR="#FFFFFF">
```

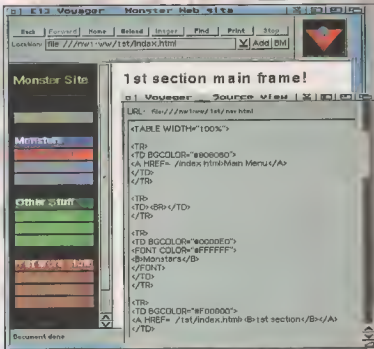
Fairly simple, the `ffffff` are three values of red, green and blue in hexadecimal so this gives us a 24-bit choice of colours. If you're unsure about picking a colour, select a colour in a paint package and check the RGB values from the palette editor and convert them to hexadecimal. Probably the easiest way to convert decimal to hex is to use ARexx. Checkout this example:

```
rx "say $2x(100)"
```

Reexamst will need to be running of course but every self-respecting Amiga user should have this running anyway. This will give you the hexadecimal conversion of 100 (B4). Do this three times for R, G and B values, stick all of the digits together and you will have the exact colour from your paint package. Don't forget the leading hash symbol

Strictly speaking

For strictly accurate HTML, it's a good idea to terminate FONT. Not a bad idea since inside the colour change will only remain effective inside the `` tag and `` terminator. The next useful attribute for FONT is SIZE. This is a little strange, as font size changes are specified relatively from the standard font size (around a 12 point font). We can go `` which is around an 8 point font normally up to a `` which is normally a massive 20 odd point font. Now let's try the following



▲ Here's the aim of our tutorial here. Frames put to use with a colourful navigation (next bar, using BGCOLOR inside tables. Looks great and not a picture in sight.

```
<FONT SIZE=+2  
COLOR="#FF0000">This text is big and  
red</FONT> This text is back to normal
```

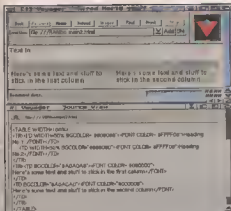
Why not go to town with,

```
<FONT COLOR="#FF0000">C</FONT>  
<FONT COLOR="#0000FF">O</FONT>  
<FONT COLOR="#0000FF">O</FONT>  
<FONT COLOR="#FF00FF">L</FONT>  
<FONT COLOR="#FF00FF">O</FONT>  
<FONT COLOR="#FF00FF">O</FONT>  
<FONT COLOR="#0000FF">R</FONT>
```

Behold, psychedelic colour and unlike HTML, we've spelt colour correctly as well. Now it's

time to get funky with tables by using the BGCOLOR attribute inside the table cell definitions `<TD>`. Same situation, `<TD BGCOLOR="#RRGGBB">` and we'll miraculously have a background colour in that cell. Super neat but it looks best if we don't use the table frame functions so that the text is formatted on the page with strips of floating background colour. Let's make a really simple HTML document to demonstrate

```
<HTML>  
<HEAD><TITLE>Table test</TITLE>  
</HEAD>  
<BODY BGCOLOR="#FFFFFF">
```

▲ At the top we can see the effect of while below the basics of a table using BG COLOR and FONT COLOR for headings.

```
<TABLE WIDTH=100%>
<TR>
<TD WIDTH=50% BGCOLOR=#808080>
<FONT COLOR=#FFFFFF>
Left hand heading</FONT></TD>
<TD WIDTH=50% BGCOLOR=#808080>
<FONT COLOR=#FFFFFF>
Right hand heading</FONT></TD>
</TR>
</TABLE>
</BODY>
</HTML>
```

Here we've set up an HTML document with a background colour pure white as set inside the BODY tag. Our table is defined and specified 100% of the available width. We've only defined one table row with the <TR> tag and two table cells on that row with the TD tags. The two table cells are each 50% of the width thanks to the WIDTH statement. Next comes the BGCOLOR setting the background of the cell to a grey. The font is then set to bright yellow and the text comes next.

We finish off by terminating the BGCOLOR and TD tags and naturally the table row with </TR> and finally the Table itself. The result of this short example is two headings on the same line, each occupying half of the screen width. They will be effectively rendered as yellow on a grey banner strip. The trick is to have the following rows without any BGCOLOR and we'll have nicely headed columns of text. Insert the following between the </TR> and </TABLE>.

```
<TR><TD>
Type lots of text here for the left column. </TD> <TD>Type lots of text here for the right column. </TD> </TR>
```

The font colour should be back to the original before we messed with it. You may need to add for some buggy browsers though HTML specification strictly says we do not. The text will appear as nice columns underneath the headings.

Another neat technique is to use BGCOLOR in table cells after the headline as well. The

idea is normally to use a colour that is only slightly different from the background which looks impressive for lists or perhaps even a horizontal nav bar. Frame coupled with last month's Frame techniques. Let's use this as an example.

Pressed buttons

CU's Web site has a nav frame permanently on the left of the screen. Each button is an in-line graphic. Normally this works really well since the left frame permanently stays there and only needs to be loaded once. However even this frame is reloaded when going to each of the section indexes because we want to substitute a 'pressed' button when we arrive. You get the idea from the CU web site. We can make a faster version of this with no images at all. Frames and a simple table with intelligent use of BGCOLOR.

Let's make some directories for each of the buttons. Always a good idea to tidy up a web site and since we hope to have indexes inside each section for our monster site, this helps the organisation. We'll need some HTML from last month to define our Frames.

```
<HTML>
<HEAD>
<TITLE>Monster Web site</TITLE>
</HEAD>
<FRAMESET FRAMEBORDER=NO →
BORDER=0 COLS="115, *" →
<FRAME NAME="nav" MARGINHEIGHT →
="0" SCROLLING="auto" SRC= →
"nav.html" →
<FRAME NAME="main" MARGINWIDTH →
="10" MARGINHEIGHT="10" →
SCROLLING="auto" SRC="main.html" →
</FRAMESET>
<NOFRAMES>
<B>We're sorry but Monster Site
requires a frames capable browser.
</NOFRAMES>
</HTML>
```

This index defines a simple two frame page. The left hand frame will be a horizontal 115 pixel wide nav bar while another frame will fill the remainder of the screen. Note the <NOFRAMES> section which will appear if the site is accessed by a browser with no frames capability. The nav bar will be loaded from nav.html and the main window from main.html.

The important part is the nav bar. We need a simple table using BGCOLOR to form the hyperlinks. The code will be a little too large to include here but the gist of it is that we place three HTML files in the root of our web site.

As above, nav.html with the frame definitions and main.html for the main frame. This is repeated inside subdirectories for each of our sections. The major difference is that the nav.html changes the background colour for the table cell link to that area. This way we have a pressed button look.

```
<TABLE WIDTH="100%">
<TR>
<TD BGCOLOR="#808080">
<FONT COLOR="#FFFFFF">
<B>Monsters</B>
</FONT>
</TD>
</TR>
<TR>
<TD BGCOLOR="#808080">
<A href="/1st/index.html">
1st section</A>
</TD>
</TR>
</TABLE>
```

Above is an example from the nav bar table with a 'Monsters' heading in dark blue with bold white text followed by a link cell in light blue. We haven't bothered to set the colour since it's a text link and this can only be one colour anyway – as specified by LINK = "#RRGGBB" in the BODY tag. Note that each row <TR> only has one cell <TD>. Now inside the 1st directory where the link points to, the nav bar will be altered to the following:

```
<TR>
<TD BGCOLOR="#F08080">
<A href="/1st/index.html">
1st section</A></TD>
</TR>
```

Since we are actually at this link, there's not much point having the href there but it's left here to illustrate the ' / ' added to the front of the path. ' / ' goes Up one directory which is needed now since we are in a sub directory. The big change though is that the call background colour has gone to bright red and the text has been bolded. It's quite apparent which section we are in now. ■

Matt Settleson

Pages on disk

The entire directory structure is on the floppy and CD-ROM is the Magazine's directory. This illustrates sophisticated use of a simple table to avoid the need for inline

graphics at all. One important fact to remember though is that the nav bar must contain the tag...<BASE TARGET=_top> so that the entire Frame structure is reloaded from the top. Try leaving it out to see what happens. This isn't the most efficient use of Frames since the nav bar needs to be reloaded in each section however. If this is a larger site, each section will be as large as and throughout the nav bar will indicate which section the browser is viewing.

Next month I'll be using an HTML DBA session, so please E-mail your questions to wiredworld@cu-amiga.co.uk or email mail to Wired World at the usual address.



Net God speaks

You all know someone who isn't on the Internet. You probably even know another Amiga user who isn't on. Why aren't they? E-mail sounds like a reason to write more letters to overseas relatives? Web browsing sound expensive, technical and just a waste of time? Beats me, I don't understand them and probably neither do you. However, now the Amiga is looking like a premier Internet machine, we've clarified the costs in full in this month's feature and provided ridiculously easy to set-up software... There isn't an excuse any more. Not even a hint at one apart from ignorance. That's where you come in. You won't have to do everything for them, just point them at this month's CU Amiga. Enough already, let's ALL get on-line!

Surf's up!

This month CU Online goes PNG, HTML news of frame and tablas, JAVA end SSL.

CU Online goes PNG

The debate is over. CU Amiga's Web site will make the move to PNG on the 1st of June. Now that the latest Microsoft Internet Explorer 4.0 beta supports (badly) PNG loading, users of other platforms can access the site while Amiga users can fully exploit faster and more attractive PNG progressive displays. Currently only Voyager-NG supports PNG internally but all browsers can use the excellent PNG datatypes available such as the Amnet utility/ptep/leq/PNG43x, the full details on PNG and what it means can be found in the news section of CU's web site at <http://www.cu-amiga.co.uk>

Miami 2.1 gets SSL

Amiga web browsers need secure HTML. This is an encrypted method of sending form data and the like for safe transactions over the Net. The classic application is on-line shopping where the browsers credit card details are kept safe from prying eyes by using Secure Socket Layer or SSL. Rather than implement this via the Web browser, Holger Kruse has added the facility into his excellent Miami Amiga TCP/IP stack.

Once Miami 2.1 with SSL had been released then Voyager 2.70 followed with the first working



Amiga secure HTML browser. A registered Miami 2.1 is needed to access SSL and the system for obtaining the right encryption library from another site is convoluted — thanks the American laws on encryption technology. Existing registered Miami users will also need to upgrade keyfins to version 2 with the new registration tool. The whole installer and international encryption library can be found on this month's CD. The Miami home page is at <http://www.america.com/~xruce/amiga/Miami.html>

New Vapor site and Voyager-NG

Vaporsoft had some problems with their international merger but they seem to be resolved. In fact they've introduced a fantastic new look web site showing off frames and tables to the fullest. The big news though is Voyager-NG 2.90 as yet again the shareware MUI based web browser goes from strength to strength. Now supporting SSL secure HTML (see Miami 2.1 item) table background colours, network status, built-in PNG progressive loader, text clipping from window and many bug fixes, Voyager-NG will be a main contender in next

month's Battle of the Browsers part II as we place it head-to-head with iBrowse and AWeb 3. The unregistered VNG will run for 30 minutes before quitting with the full version costing £20.00 from <http://www.vap-02.com>

Haage announces Merapi Java

Haage & Partner is responsible for the Storm C++ compiler, the only Amiga development package to compile for PowerPC. Now Haage have announced that they will bring Java to the Amiga. The 'Merapi' Virtual Java Machine (VJM) is set to be released in July/August. The Merapi VJM is being programmed by Jeroen Vermeulen in conjunction with the Haage Storm C++ team. Merapi will feature a Just In Time (JIT) compiler for extra speed if running big Java applications like Corel Office for Java. Merapi is reported to be interchangeable to Web browsers like Voyager-NG to offer Java for web content also. Finally Merapi is said to be integrated into the Storm Development System and a port to the pOS and PowerUP PowerPC operating systems is under way. Haage & Partner's web site is at http://www.haagepartner.com/~je_s.htm

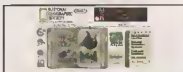




Surf of the Month

Non-Amiga specific novelty sites and a new online Amiga speciality site, rise to the top of a glassy sided tube as we surf freestyle this month...

For anyone who thought that Germany had the drop on all things Amiga, **Safe Harbor** is a US site that covers the Amiga, Macintosh and PC, providing an online ordering service and more importantly perhaps, Amiga specific sites where you can order the latest products and downloads. Its speciality at Amiga desktop video which it has been passionate about since 1987. But they don't just stick to video. Safe Harbor's site covers so much stuff that there's even a search engine that will look for a particular product. The site has got tons of products all simply laid out and is pretty nippy. Most important of all it shows that the Amiga



even has its fans in the PC and Mac infested United States.

Slightly wandering off the straight and narrow of Amiga dedicated sites, I thought that this month, it might be interesting to look at several examples of fun, funny or frolicsome sites.

The Onion is a US-based satirical magazine, the online version of which has clean and fast pages that are updated weekly to include the world's top news stories. The site is HTML based, with no Java-based pages, so everyone can access it easily. The site contains four electronic issues of the weekly newstand magazine and even has an archive of published stories grouped by subject. It's certainly bilingually funny, it's definitely a professional site and at the moment, access is free! If up to the minute political satire is your bag, this is well worth a look.

Still in the states, there are never too few net loonies to disappoint you. Here though the quality of people's lunacy is complemented by the sheer simplicity of their own sites. **Kurt Cobain's Magic Talking 8-Ball** has the late 'n' great Kurt Cobain will answer your questions from beyond the grave through his favourite pool ball. All you will need to do is to ask the questions. You'll also need a WAV player like Play16 or a datatype so that you can hear the maestro's vocal answers.

If you need to know something about the world, its forests, rivers, animals, cultures and so on, then you really must visit the

National Geographic

Those sites in full

Safe Harbor

<http://www.safeharbor.com>

The Onion

<http://www.theonion.com>

Kurt Cobain's Magic Talking 8-Ball

<http://www.magic16.com/cobain/sakobain.html>

How do they do that with HTML?

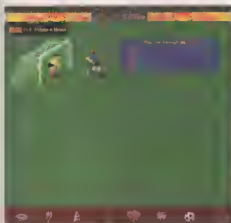
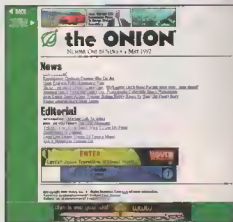
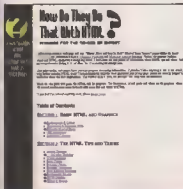
<http://www.saskville.net/~carl/htmlguide/>

National Geographic Society

<http://www.nationalgeographic.com>

Kelloggs Strika Site

<http://www.kelloggs-strika.co.uk>



Society's web site. It really is a very good example of excellent site design and contains video and sound bites on many subjects. It's main feature is its massive database which holds a wealth of information just waiting to be unleashed.

For anyone who would like an address to give them some on line help with HTML, then **Just How Do They Do That With HTML**, is not a bad place to start. It might even prove ideal for any of you that are currently following our HTML tutorial in **Wired World** (pages 80-81). Here you can find a little instant help with all your HTML questions. It's online help database is by no means extensive, but it does provide an excellent starting point for all would-be Web page designers. There's even a chat area on the site, although it appeared to be deserted when I visited.

Lastly, if you're into interactive sports trivia, then the **Kelloggs-Strika** site is one of the best I've ever seen. Answer the questions to get possession of the ball and eventually score goals. You can even play in a league against other players. Really worth a look! **Garth Sumpter**

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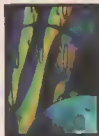
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FAQ

Frequently Asked Questions

FAQ makes a few notes of MIDI and music matters this month.

■ Q. What is MIDI?

■ **A.** It's a "Musical Instrument Digital Interface", used to connect together various pieces of electronic music equipment. This makes it possible for a musical keyboard to trigger sounds on a sound module for example. It is also possible to connect computers to a MIDI instrument, to record and play MIDI information.

■ Q. What is General MIDI then?

■ **A.** GM, or General MIDI, is a standard which defines which sounds an instrument has available. A piece of music composed on a GM module will play back on any GM module. GM was introduced by Roland. There are also some other enhancements, usually used as well as GM, including GS and XG from Yamaha.

■ Q. What other sort of equipment comes with MIDI interfaces?

■ **A.** Almost any electronic instrument. This includes keyboard synthesizers, sound modules (synthesizers without keyboards), drum machines and external samplers (dedicated sample replay machines). It's also possible to get MIDI versions of guitars, percussion and wind instruments or to adapt older instruments to understand MIDI.

■ Q. What does a MIDI connection look like?

■ **A.** MIDI sockets are 5 pin DIN plugs. If a piece of equipment

sends MIDI information (a keyboard for example) it will have a MIDI OUT socket. If it receives information (such as a drum machine) it will have a MIDI IN socket. If the equipment both sends and receives (such as a synthesiser keyboard) it will have both MIDI IN and MIDI OUT. Some equipment will have MIDI THRU, which echoes information arriving at the MIDI IN port.

■ Q. Why does MIDI THRU exist?

■ **A.** By connecting a lead to the MIDI THRU port, you can chain together several MIDI compatible devices. It's possible to connect the MIDI THRU of a sound module to the MIDI IN of a drum machine, and connect the MIDI THRU of the drum machine to the MIDI IN of another sound module.

■ Q. How does MIDI work?

■ **A.** MIDI is a serial link, and it doesn't send any sound information. Instead it sends a binary code which controls the connected devices. For example, imagine you have a music keyboard connected to a synthesiser sound module. Pressing a key sends a code describing the note and how hard you pressed the key to the sound module. The sound module then generates the sound which is output through its ordinary audio outputs.

■ Q. Won't all the connected devices make the same noise?

■ **A.** MIDI uses channels to sep-

arate information. Each note or volume message that is transmitted includes a special channel, from 0 to 15. The MIDI devices can be configured to only respond to information sent on the relevant channel - this means up to 16 totally separate sounds can be played simultaneously.

■ Q. What else does MIDI transmit?

■ **A.** MIDI can be used to send almost any parameter relevant to a music instrument. This includes the particular voice to play (the patch number), the volume, the note and various other elements such as pitch bending, overall volume and panning data. How much information the instrument receives and transmits varies. Older MIDI instruments might not accept volume information or panning. Modern equipment might transmit MIDI information for every setting changed.

MIDI can also be used to exchange samples: for example, a dedicated sampler module can send a sample using MIDI to a computer for editing. Sample Dump support like this was only possible on the Amiga with a package called "Clarity".

■ Q. How does MIDI work on the Amiga?

■ **A.** The Amiga needs a small box called a MIDI Interface which connects to its serial port before it can be connected to any MIDI equipment. This box contains the DIN plugs required for at least a MIDI IN and MIDI OUT connection: usually more. Suitable software on the Amiga can then capture and generate MIDI information, a process called "Sequencing". Sequencing software on the Amiga includes

MusicX, Bers and Pipes and good old OctaMED.

■ Q. Why is it such a good thing?

■ **A.** With the wide variety of MIDI equipment around today, you can create a professional quality home studio all based on using your Amiga as a sequencer. You can play notes on a music keyboard, edit them on screen using the mouse, and then replay them. Remember, one MIDI sequence can control up to 16 different voices at once.

■ Q. What do I do if I want to try MIDI out?

■ **A.** If you already use a package such as OctaMED imagine what you would do if you had another 16 tracks at your disposal: you could include percussion, strings, guitars - in fact, anything you wanted. This is possible once you buy a MIDI sound module, for a little over £100, or less if you shop around or look for second hand bargains. You don't need a music keyboard to get started, but it does make entering notes simpler - and may be velocity sensitive (detects how hard you hit a key, to make a note louder).

You'll need a MIDI interface for the Amiga, and a way to listen to the output of your new sound module. Piping it through your hi-fi or a small mixer, will combine it with the Amiga's output.

As your music set-up grows, you can add more instruments such as drum machines, samplers or keyboards. Next stop? A top ten hit or even a demo tune on the CU Amiga cover CD! (You could even try checking out Sound Lab on page 84 too!) ■
John Kennedy

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Tower troubles



After following your article "Build Your Own Tower", I bought a PC minttower and a Mitsumi FX400G

CD ROM, and have the ATAPI plug 'n play software installed on my hard drive. The MAP audio CD player works, but I cannot access the data on the CD-ROMs.

I phoned the PD house that supplied the program, who said that the drive was not mounted. I edited the startup sequence with 'mount cdd*' as they suggested, but on boot up, the computer still does not recognise this

Mr Steven Pike, Gloucester

Mount cdd: is the wrong command. If you try to mount a device (the colon after the name indicates that it will look for an entry in your mountlist. CDD is a mountlist and is separate from the normal mountlist. To mount it, do not use the colon. If you put the CDD file in Devs/dos drivers, it will get automatically mounted when Workbench starts up.

New hard drive



A few questions
1. I've purchased a 2 1/2" hard drive for my A1200 and I have to say that it is the best thing

that I have ever bought (apart from the Amiga itself). While I was on the boot options screen I noticed that my hard drive was registered as a SCSI device instead of an IDE, is this alright?
2. I have a 2Mb RAM board from Gastner and I was wondering if I could remove the 2Mb SIMM and replace it with a 4Mb SIMM?
3. Can I still get the game Moonstone somewhere?

I've seen pictures of Elite 2 in mags which are completely different from the screens I get. Have I got a diff copy or something?
5. How much gear do I need to run Sim City 2000?
6. One of my friends has a PC He

said I could buy a PC CD-ROM drive and connect it to my Amiga using a Squirrel. If so what would I need to run your superb CUCDs?

J. Seaney, W.Yorkshire

*1. Don't worry - there is absolutely nothing wrong. All hard drives are fundamentally the same, apart from the way the hardware interfaces to your computer. IDE hard drives such as the one you use have a different form of interface to SCSI devices, but the language they speak is the same. The SCSI device referred to in the boot options screen is software to handles the drives. Whether your hard drive (or indeed your CD-ROM drive) is IDE or SCSI hardware, it is normal for it to use SCSI device.
2. Yes, but consider getting more.*

*3. Tricky. Direct Software might find a copy for you - (tel. 01604 722499).
4. There is an option to improve detail in the menus.
5. 4Mb RAM and about 5Mb free hard drive space.*

6. If you get a Squirrel you can connect SCSI CD-ROM drives. Without a Squirrel you can use IDE drives, a cheaper but more tricky option we have covered thoroughly in the Build Your Own Tower feature. With the Squirrel, you will have to arrange a power supply for the SCSI CD-ROM. You can buy them in cases with a power supply. This is how most CD-ROM systems advertised in CU work.

Faster clocks?



Although I have finally upgraded my A1200 to an '030/98882 50Mhz spec, I still find screens are very slow (Imagine 5.0 running in 256 colour mode etc.). I realise this is because the custom chips and Chip RAM is still running at the 14Mhz system default.

I assume this is to not over-clock the default A1200's 14Mhz '020 processor. Since the A4000

'030 was a 33Mhz model is it safe to assume that the Amiga's custom chip set and RAM could be clocked at 33Mhz?

Is it possible to replace the oscillator on the A1200 mother board with a 33Mhz one to gain a moderate graphics speed increase or would doing so affect other components/timings?

Paul Devin, Street, Somerset.

Ah if only it were that simple. There isn't that kind of correlation between CPU speeds and the clock speeds of other chips. The chips in the A4000 run identically to those of the 1200. The AGA chipset is just a slow chipset by modern standards. If you want a graphics speed up there's no alternative to a graphics card.

Try playing about with screen-modes, as they can make a noticeable difference to speed. The Multiscan modes look the best, but are also the slowest. It's a good idea to configure your software with a screenmode that matches the usage. Use multiscan modes for programs that don't require quick refreshes, and use PAL (or NTSC) modes for ones which do.

Upgrade time



I have enjoyed my Amiga 500 for quite a number of years but there is very little going for it now. For this

reason I have now decided to purchase an Amiga 1200 and would appreciate your answers to the following questions

1. Can the A500 TV modulator be used with the A1200, or will I need a new one?
2. I came across an advert from a PD library for 'Relock 1.4' and PC Emulator v2.31. Would you recommend these two utilities?
3. How much RAM would the A1200 require in order to run PC programs at a reasonable speed with the emulator?

Robert Insoall, Gibraltar.

1. The A1200's modulator is built-in.

2. Relockit is a "degrader", a program which removes some of the additional functionality of an A1200. This allows some old software which would otherwise fail on an A1200 to run properly, and if you have a lot of old software, it's a good idea.

PC Emulators will run MS-DOS applications but, as they have to emulate the functions of a PC x86 processor, are very slow, yet are OK for applications that don't need speed. Given how cheap PD libraries are, buy the software - if you decide they aren't what you wanted, then the worst you'll get is a couple of fairly expensive blank disks.

3. You can't speed up your computer by just throwing more memory at it. Adding a Fast RAM expansion will speed up an A1200 a bit, but to make a PC emulator run any faster than a slow 8086 PC AT, you will need an accelerator card. Power computing (tel: 01234 851500) is offering a current bargain accelerator at £160 for a 25MHz '630 with 4Mb RAM a nifty little device expansion that will serve you well, if not exactly state of the art. How much you need is a matter of personal choice, but when it comes to emulating CPUs, the more RAM on board, the better.

Tower clarifications..?

1. I have been following your excellent "Build Your Own Tower" feature. I've scrounged an old 286 desktop with a powersupply and I am adapting your feature as necessary. Will a desktop do as well as a new tower?

2. In the boxout on page 31 of the April issue you say some older drives and 2 1/2" drives will not work with a second device in the chain. Is there any way of telling them apart except for actually buying one and trying it?

3. Can you name the dealer you mentioned who is selling CD-ROM drives for £16 as you mentioned in the article? I can't find any so cheap. Some dealers laugh when I mention 2x speed. What is the optimum speed for a CD-ROM drive on an Amiga?

4. While I'm asking - when I copy disks to my hard drive, I end up with drawers full of files that are already on my Workbench such as Loadw, endol, pomore etc. Can I safely delete these duplicates?

Deve Hedaway, Co. Amstrim

1. A desktop case will do fine, the principles are exactly the same. The

reason we talked towers is that the old fashioned desktop designs take up far more space for what they offer you than a tower.

2. If you are after a new drive for your tower/desktop case, go for a 3.5" drive every time. The only advantage of 2.5" units is that they fit internally. 3.5" units are cheaper and better, and all modern 3.5" units will work with a second device. If you are offered a drive and are unsure if it will work, the thing to look for is master/slave settings. If the drive has some of changing master/slave settings or the label says something like "internally configured as master unit" then it will work. Some 2.5" drives and very old 3.5" drives just assume that they are the only device.

3. We didn't name a specific stockist at these sorts of bargains change from week to week. The minimum speed of a CD-ROM drive in the PC market is now considered to be 8x, anything slower tends to be sold off cheap. Buy a copy of the magazine Micro Mart and scan through the ads for that week's best buy. As for an optimum speed, as with all things computer related, optimum is the one that's faster than whatever you have. 2x will just about do, but we would recommend 4x for comfort and more if you can afford it.

4. Normally, yes, but sometimes software assumes a program will be distributed with it for convenience. As a general guide, anything found in sub directories called c, dev, l, hls, fonts or system, can be moved to the main directories of those names in your workbench and then the spurs deleted. If you keep track of what you delete from where and only delete duplicates, you can always put them back if things stop working.

X-CAD users

CU Amiga readers who are using the Nov '96 cover disk of X-CAD 2000 and are interested in exchanging

ideas, offering support and discussing this great program, please write to:
Tony McGartland,
11, Lammy Drive,
Omagh,
Co. Tyrone,
BT76 5JB,
N. Ireland.

I know there are many X-CAD users out there who would be interested in setting up a discussion group or support network

Tony McGartland, Co. Tyrone

Good Idea Tony!

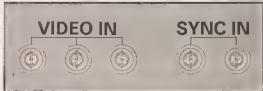
Tech Tips

We get more letters asking for help than we can possibly fit in each issue of CU Amiga, let alone find time to answer. To reduce the bottleneck, we are introducing a regular column where we'll cover more general problems. If you have a tech tip that could save your fellow Amiga users grief, mark it Tech Tip and send it to the usual address or E-mail us at: techtips@cu-amiga.co.uk

This month: VGA monitors.

We've had a spate of requests for help with VGA monitors, and connecting the type that use BNC connectors at the back. BNCs are widely used as a professional connector because they offer a very good contact. Those two prongs are part responsible for this, being used to lock each of the connectors into place.

If your monitor looks like this at the back...



then you have a BNC type, VGA BNC adapters can be bought from Maplin (tel: 01702 554000) for just under £20. These will terminate into a 15 way, high density D type connector - the standard for PC monitors. You will need to get an Amiga monitor adapter too - many of our advertisers sell them, try First Computer Centre (tel: 0113 231944) for example.

You may have seen a pin diagram of the Amiga's video out and decided that those RGB connections look easy, but the Amiga's RGB output is a little non-standard. The H/V syncs need to be buffered and crossed, the kind of thing which isn't a hard DIY job to do but simply isn't worth it - you won't save yourself any money as the commercial adapters are so cheap.

VGA monitors do not handle the 15.6kHz scan rates that the Amiga outputs when it is in a PAL screenmode (15.72 for NTSC). If you plug in a VGA type monitor and you get a black screen, or one with a lot of flicker on it, that is probably what is going on. VGA monitors run at about twice this frequency, try using the DBLPAL and multiscan modes. It may be a good idea to make workbench boot floppies with several different monitors set-up in preferences for easy interchangeability and to avoid your permanent set up booting into a display mode you can't view. Remember that any time the Amiga tries to open a 15kHz screen, you'll run into trouble - this means almost no games. Utility software can be set up to use a VGA friendly screenmode first - set screenmode preferences to WORKBENCH CLONE for easy switching of the screens opened by all your software. Games rarely give you the choice, however, and tend to open in PAL modes that a VGA monitor will not display.

How to write to Q&A ...

You can send your technical problems (or answers - Ed) to CU Amiga by the following means:
By letter to Q&A, CU Amiga Magazine, 77-39 Millharbour, Isle of Dogs, London E14 3TE or Tech Tips at the same address.
E-mail: q-a@compuserve.uk or techtips@compuserve.uk
We can accept letters or text files on floppy disk.

PLEASE DO NOT SEND SAs. We regret that we cannot respond to queries directly, by post or over the phone, only through the pages of the magazine. We appreciate that some queries need quick answers, but we simply do not have the time to answer every query we get. SAs go straight in the bin, so please save your stamp!



Backchat

Make yourself haard: send your views and opinions to Backchat: CU Amiga, 37-39 Millharbour, Isla of Dogs, London E14 9TZ, UK. Or E-mail to backchat@cu-amiga.co.uk

Shareware alike

I felt I just had to write to express my heartfelt thanks to all those wonderful people who have supplied so much of the software that I use so regularly.

No, not the commercial programs but the shareware that has filled the gap in these dark and desperate times waiting for an OS

upgrade. I counted how much of the software I use is shareware and I was amazed that it was well over 80%. I have decided to register all of them which does seem only fair, so once again a very big thank you.

Before I sign off, I must compliment you on your CD. It is by far the best of all the mags (no need

to mention any names)!

**Raymond McCarthy
(Team Amiga), Surrey**

What's going on?

What the hell has happened to the Amiga? Do software developers think someone with an Amiga is mentally deficient and will buy any old crap they put on the shelves? I've had an Amiga since the A500 first came out and I can't remember a time when the Amiga scene was this bad.

I recently bought an A1200 for £50. Can you believe it? There was nothing wrong with it. Everything was there, even £100 of games like Frontali and Monkey Island I and II. Has everyone gone insane? I everyone thinks the Amiga is dead so they are trying to get rid of their Amiga accessories for any offer. I've been taking advantage of my friend's stupidity and got an '030 accelerator for £50.

What's happening to the Amiga games scene? Developers are running as fast as they can to get away from us loyal users. A mere mention of our beloved machine and they can't stop laughing. It got so bad I left the Amiga scene (please forgive me) and got a PlayStation, until one day I got a game called Blood 95 from my local PD library. It was brilliant! Sim City meets Command and Conquer. If only there were more games with this quality. If only PD developers came together, forming development teams, the Amiga would once more be a success, instead of letting preties and crap developers kill the Amiga.

Could everyone with a PC do me a favour and SHUT UP! They say "Get a PC. They're faster, blieh blieh..." What's the point in spending £1500 on a PC when in a month's time it'll be obsolete and you'll have to spend another £500 to upgrade the pile? You

could just spend £500 on a creamy coloured box of joy with the label Amiga on it and never need to upgrade again.

If anyone wants to help the Amiga games scene by forming a development team, send a CV to me and state what you can do (eg. design, programming language, graphics/animation etc). Age doesn't matter.

So I leave you with two questions: are you going to just stand and watch the PC take a turd on the Amiga? And now you know the problem, just what are WE going to do about it?

"Havok", 40 New Road, Farmby, Liverpool L37 7EE.

Are you quite finished, Mr Havok? Someone got out of bed the wrong side this morning obviously. You're right about the Amiga games scene. The big money moved out a long time ago, but don't think it was piracy that caused the shift. There's plenty of piracy on the CD-based consoles now, while developers continue to fall over themselves in order to make PlayStation games.

CU Amiga is published by EMAP Images, the country's leading publisher of console games magazines, and so we were in a good position to see how and why the action switched away from the Amiga. Much of it was to do with the exciting new programming opportunities that these 3D consoles offered, but there was also the image aspect.

Let's say two representatives from two different developers were in the building at once, both there to show us their new Amiga game. One asks the other if they are doing anything for the new 32-bit consoles. The other turns a deep shade of red, and concedes that no, they're not actually. Back at base, the blushing software rep decides not to be embarrassed like that again, and promptly switches all new projects over to the consoles. Not that they would admit it, but it seems it was this attitude that caused many of the big developers to suddenly and com-

Young guns blazing



letter of the month

I have been with the Amiga computer since 1990 with the good old A500, and have seen the computer mature with time. Just like you magazine. I personally have been with your magazine since 1990 (and I am 14 years old!) so, thanks to you and your wonderful team at CU Amiga I now

consider myself an Amiga Enthusiastic Expert. Since I am only 14 I can't expect you to publish my letters, but when you hear of my set-up, I am sure you will. I have paid for everything except the monitor and the printer. My computer is an A1200 with a Blizzard 1230 Mk 4 with 4Mb RAM, monitor, extra drive, soon to be CD-ROM, colour printer and a massive 1Gb 2.5 mch hard drive (which I managed to get brand new for only £150!).

You may be asking if I am rich but the answer is no. I have simply saved up my birthday money, Easter money and my pocket money (which isn't much because I buy your excellent magazine). I also have the full version of Imagines 2.0 and also the full versions of Real 3D Pro, Pixel Pro 3D, Cinema 4D 2 and the best cover disk ever, Imagie 4.0. With these programs I am producing wonderful images, some of which I may even send in to you all CU Amiga.

This just goes to show that even a 14 year old boy with £5 a week pocket money can build his Amiga into a computer that goes far beyond any PC. So if a 14 year old boy can do it, why can't the thousands of Amiga owners do it? Thanks for your time and effort that goes into every CU Amiga magazine you produce. LONG LIVE THE AMIGA!!

Scott MacDonald, Cullisla.

That's the spirit! It's good to know the time and effort we spend on the mag is appreciated, and don't be shy about sending us your artwork or any other Amiga creations you might have.

pletely turn their back on the Amiga (as opposed to simply expanding into console development).

Even so, let's not fool ourselves into thinking that a current Amiga can compete on an even footing with a PlayStation when it comes to games, at least not if you are planning to spend £500 on the Amiga and never upgrade it, as you suggest.

It's good to see you're willing to do something about it though. All the best with your development team venture, and do let us know how you get on.

Command & Conquer?

I am an Italian Amiga user and I read every month the superb CU Amiga. I have just purchased the April issue and I was reading it when I came across the CD-ROM Scene section of your beautiful mag. I was reading the Amnet Collection 4 review when I noticed the small picture on the right "This game is Command & Conquer!" I immediately thought (I know this game very well because I played it a lot! Now, what I ask is: what is the name of this game? What is the Amnet CD in which I can find it, or better still, what's the Amnet path of this game?

Please, tell me what this game is and where I can find it! I must have that gem! I hope you will answer me. Oh yes, and hello to everybody at CU Amiga and continue the excellent work!

dpozi@lmg.unico.it

That one picture has made an amazing impact on our readers. It's from a game called *Forgotten Forever* by Hungarian developers Charm Design. We covered it in our preview round-up in the June issue (page 39). There wasn't actually a demo of it on the Amnet Set CDs we reviewed, instead just a few screenshots. There is no demo at the time of writing, but we are in contact with Charm Design, so we'll keep you informed. You can find

out more from <http://dragon.kite.hu/~avacki>

Alternatively, you might be interested to hear that clickBOOM is said to be in negotiations with the creators of *Command and Conquer* to convert the sequel, *Red Alert* to the Amiga. Likewise, we'll keep you up to date with developments on that score too.

Outdated E-mail

I find it rather sad that there are companies who advertise a web presence and an E-mail address who do not seem to update their web sites, but even worse do not respond to E-mail. One would think that given the clamour the Amiga has had to endure, that companies would be quick to respond to E-mails, especially where one is indicating a readiness to make a purchase. Do they not want to sell their product? Do they not want to stay in business? It sure puzzles me.

Advertisers, please keep your web sites up-to-date and respond to E-mails. We do not want to visit your web site in April 1997 to find "specials" with 1996 expiry dates still being promoted. It would be better not to have a web presence than this.

Ken Harvey, Australia.

It seems many companies are jumping in first with a web site, without realising the amount of work required to keep such a thing up to date. When we launched our site, we soon found we didn't have enough man hours to keep it up and produce the magazine as well. We've since had a total overhaul of the site and a bit of a re-shuffle staff-wise to make it a viable proposition. As you say, it's in their interests to sort it out. Who wants to lose sales?

Moooo!

I was surprised to see that CU Amiga was the only Amiga mag to make a big deal out of the Gateway Amiga buyout, apart from the initial news pieces that ran across the press. Even so, your coverage of the deal didn't go into much more depth than you had already done with the Stop Press leaflet (which was excellent by the way and has been photocopied and handed round to many friends and fellow Amiga heads - hope this is OK with you).

After CU's balanced comment and coverage of the rumours leading up to the deal, it was good to be able to read some facts, safe in the knowledge that they were indeed facts. Let's hope that soon we'll have some real good news to celebrate.

Peter Beresford, Woking

Amiga bites

I've just seen CU Amiga on BBC2's new computer programme, "Computers Don't Bite", a typically lame "Buy a PC" type programme, but you lot were on it (in paper form).

Strangely, when Carol Vordeman was informing people of what to get when buying a (hhnnngggg) PaeCee, she seemed to be telling them to effectively buy an Amiga, telling them to only buy what they would need, not being fooled into buying an overpriced computer when they only needed a cheaper one, tsk, tsk BBC.

And next week, they're off to PC World, somewhat contradictory, don't you think?

James Caygill, Northampton.

Wow! Amiga in "positive publicity" shocker in mass media! You don't get

many of those to the pound.

Big up ABox

Re: Your response to the Letter of the Month from the March 1997 CU Amiga issue.

I would like to show my support for your viewpoint (that we should embrace the ABox despite its lack of official Amiga branding) and express the hope





that Gateway 2000 will co-operate with phase 6 to make the AIBox the next official Amiga. I have not heard of any alternatives that have sounded worth investing in to replace my current equipment and I would hate to see the Amiga user base fractured. The next Amiga deserves all the support it can get to succeed. With phase 5's technical know-how and Gateway 2000's very good customer support (well it's certainly good in Australia based on my contact with them at work), the two would seem to complement one another nicely.

On to another topic. I've been buying Amiga computer magazines for a few years now and I've obtained a lot of software from the cover disks. Quite a few of these cover mounted versions have persuaded me to go on and buy full or updated releases. Now that cover CDs seem to be here to stay, I was wondering if it were possible to look at using them to distribute things that haven't been done in the past, ie. not another wordprocessor, paint, 3D or music program but something fresh.

There are several things that I would like to see, including the following (though it may take some negotiation to get them):
1. A full release of the Internet Movie Database. I know this is on Amnet but it is just too big to download. Online access is too much trouble for casual use and too expensive for extended browsing. This choice should appeal to a broad base of readers.
2. A full release of UNIX for Amiga (NetBSD and/or Linux). There should be plenty of users out there now with the necessary hardware. Future articles and

cover CD goodies could include software to run under UNIX including X Windows. Many users could be interested in this OS as it is available on a number of platforms and extensive knowledge of it would be a good career move. There may also be uses for it with students. Also, if phase 6 succeed with the AIBox, a good knowledge of UNIX may fit in well with their intended OS.
3. An older version of LightWave 3D. Yes I know it's a 3D program but it hasn't been done before (as far as I know). I'm tired of hearing how good LightWave is and the latest release is too expensive for non-professional use. Just to try it out for a while though would be a superb opportunity.

Lastly, I like the look of your revamped web pages... they look quite professional. It's a shame that some of the pages are blank with just a March 1997 title up the top. Will they ever be finished/updated regularly?

Kan Richards
kanrich1@ozemail.com.au

Great minds think alike, and other clichés... We're working along very similar lines at the moment as far as cover disks go. Take another look at our web pages (www.cu-amiga.co.uk) and you'll see they've had a complete overhaul. In fact, it's looking like the most popular Amiga site of the moment, judging by the amount of hits we're getting.

Games gone

Since late 1990 I have been read-

ing your magazine and getting great insight on games and applications. But sadly, the amount of commercial new games coming out has come to a steady and grinding halt. This saddens me as an avid Amiga user and so has been a perplexing problem nagging in the back of my mind for quite some time.

Where have all the games in production gone?

Why not get all the once great Amiga game producers to finish old projects and get them onto our shelves. It would be more than welcome in the Amiga community having the chance to buy such games as Simon the Sorcerer II or maybe have old games like Stunt Car Race, SWIV and FlashBack re-vamped to AGA with eight channel sound. It's better than not getting any games at all. Now I have a few questions. A friend told me there was a third game in the Stardust series. Is this true? Also where is Frontier. First Encounters? And who would you suggest I order games from as I am in Tasmania, Australia and cannot buy games in the shops anymore? Thank You for bang with us still!

N Miles, Teemanis, Australia

It might seem like it's all doom and gloom on the games front, but the key to its survival will be the enthusiasm of the many independent Amiga coders around the globe, and there's no shortage of those. There's the people who made their own Quake conversion (unfortunately withheld from legal distribution by ID Software), the forthcoming conversion of Myst and all sorts of unofficial clones and ports of other big name games appearing around the Internet. The missing link at the moment is someone willing to publish these gems, although the likes of Epic (with their Isana label) and Vulcan are doing a good job in getting them a proper release.

We've not heard anything about a Stardust III and Frontier: First Encounters was shelved due to technical difficulties (they wanted it to run on a 1Mb A500 - daah!), and you should definitely check out our 50 Best Amiga Games Ever feature from the April issue, which contains plenty of contacts for (UK based) mail order Amiga games suppliers.

To the Point...

Which Doom clone?

If you had to choose between Out of Breathless, AB3DII and Gloom Deluxe which game in your opinion would you say was the overall best in terms of gameplay and graphics?

Methew Collins, Leicester

The team's combined opinion, rolled into one, is that for graphics, AB3DII is best if you have a fast Amiga, due to its snazzy lighting effects and ideas, and it does jerk. Gloom Deluxe scores best on gameplay if you want a fast shoot 'em up without too much thinking involved. Personally, we were left somewhat un-gobsmacked by Breathless, which seems to have neither the pace of Gloom Deluxe nor the atmosphere of AB3DII. However, Breathless is still a pretty decent Doom game all the same, so don't count it out.

Fruity features

I'd just like to say that I've been reading CU Amiga now for over five years and not missed a single issue (well, only one or two), and even though the Amiga is arguably in its worst state ever, conversely your magazine is better than it has ever been. The recent run of lectures, cover disks (CDs) and reviews has pleasantly surprised me on a regular monthly basis. So one question: why has it taken so long?

Colin Edwards, Kidderminster

You're making us blush now! Why has it taken so long? Who knows, maybe we just weren't trying before.

More DIY

It was with a hint of sadness that I poured over the third and final part of your Build Your Own Tower series. Not because I can't afford/be bothered to do it myself (I'm saving up), but because it was the last part of an excellent feature. So just what do you intend to do next? How about a similar thing devoted to making your own portable Amiga? Now there's a challenge!

Adrian Miles, Northampton

Never let it be said that we don't like a challenge here at CU Amiga. Thanks for your support - and as for a new project as a series feature, well watch this space...

Points of view

Nostalgia ain't what it used to be.



by Tony Morgan

It's showtime! Well, by the time you read this, the World of Amiga Show will have come and gone, but publishing schedules are such that I'm writing this before the event. Still, it all should have gone ahead as planned, with thousands of happy punters having made the return journey, tired but

by Tony Morgan
CU Amiga Magazine's Editor

“The thrill of a man dressed in a pink catsuit with a big nose tossing out free ‘Pi Men’ games...”

satisfied, with a carner bag or two full of bargain widgets for company.

This year's show is very welcome, after the troubles the Amiga has had to ride out over the past twelve months. After the demise of Escom, many wrote off another World of Amiga show, but it's back, and looks to be even better than before.

Typically, the WOA show is not like other computer shows. At your regular PC show you'll be bombarded with glossy publicity packs, video walls with American accented voice-overs men in suits, information technology seminars, more suits. Your regular Amiga show however is a whole different ball game. You're likely to see more Star Trek T-shirt than suits, and anyone droning on about information technology will be swiftly drowned out by the nearest PD/CD-ROM supplier blasting out the soundtrack of the latest hot demo. In fact, it's easy to trace the show's roots to the ZX Microfairs held in the early 90s.

As a school kid, I remember getting strangely excited at the thought of travelling up to Muswell Hill in North London, pocket money clutched firmly in hand, to check out all the latest developments on the ZX81 and Spectrum scenes, as I'm sure many of you reading this must have done too. But who could blame us? I mean, the thrill of a man dressed

in a pink catsuit with a big nose tossing out free 'Pi Men' games to the crowd, the swap-frenzy down the back of the hell, in which you could switch your copy of Mr Wimpy for some sucker's Art Attack or maybe even get technical and buy a Currah speech synthesiser. And for landmark technical achievements, the legendary miracle of the Space Invaders clone that featured high resolution graphics – on a ZX81 was awesome!

Then comes the long trip home probably the only time in your entire life that you'll read an instructional manual. Not forgetting that jealous sideways glance at the bloke seen leaving with a new computer/monitor/rocket under his arm. And all I got was a roll of fire damaged thermal printer paper.

Why all this eye-moistening nostalgia? Well, that's how I hope most of you see recent Amiga shows. Over 10 years, I've attended Commodore and Amiga shows as a magazine exhibitor with Commodore Computing International, Amiga User and more recently CU Amiga, which puts a different, but still enjoyable slant on it from my personal perspective.

I hope anyone who managed to get there had a good day out. Who knows, if things improve, we might even get back to the situation where we have an Amiga show 'up North'. Stranger things have happened. ■

A letter from America...

by Jason Compton

I'm the owner of a computer which is not the most popular platform in the world. It's not even number 2. And you know what? I couldn't be happier.

Just as it's important to have different points of view, I firmly believe that it's important to have different ways of doing things, even if everybody has the same goals. Hence, it's just as important that we have ImegeFX as it is that we have ArtEffect, it's just as important that we have Cinema4D as it is that we have Lightwave and Imagine – end on the same token, it's

by Jason Compton
Editor-in-Chief for Amiga Report
Online Magazine

just as important that the world has the Amiga as it is that it has PCs and Macs. They can have things their way, we'll have it our way.

There's a certain short-sightedness at play in the computer world. Much of it comes from the US. American minds who seem hard-wired into the idea of dichotomy – a choice between only two options. It's no wonder that the American computing press can't cope with the idea of platforms other than the PC and Mac when of 435 officials in the lower parliamentary house, exactly ONE is officially 'independent'. All of the other 434 are from one of the two major parties. I take a look at European politics and society, and I see a far more complex mix, which I really believe to be one of the reasons the Amiga has enjoyed greater success in Europe than here.

Believing in 'safety in numbers', makes 'safety' also anonymous. You

average PC user can't make a difference to the PC world – everything is far too diffused and companies are too big for individual efforts to be acknowledged. Luckily, the Amiga market is laden with 'local boy makes good' stories and real people who you can reach out to. Look at the people CU interview. Their individual efforts have made lasting impressions on us and our Amigas.

We'd like to see the Amiga market grow to new levels, guided by Gateway. But to get there, we need to remember the things that have made the Amiga as lasting as it has been. We all know what is best for us and we've made our computer platform choice accordingly. It's important not to let anybody take that away from us, and equally important not to lose sight of what has made the recent difficult years bearable as we scramble for new answers and new direction. ■

“...the Amiga market is laden with 'local boy makes good' stories and real people who you can reach out to”

Infringing on creativity



by Andrew Korn

There is a rather lax attitude toward copyright in the Amiga world. No, this isn't yet another diatribe about the evils of software piracy, what I am talking about is the way so many in the Amiga world use other people's work. If you were to buy yourself a PC CD-ROM of clip art, the artwork would probably be copyright cleared. You don't want to use an image in some important piece of work only to find

that you are in breach of the copyright. Copyright clearance is something that all too many in the Amiga world seem oblivious to. One of the reasons has to be the influence the Internet has on the Amiga scene. On the Internet, people have a tendency to use resources as they see fit. If a nice GIF turns up on someone's web site, you can be sure that it will be on another dozen within 24 hours. In the relatively small world of the Amiga, the assumption is that this doesn't really hurt anyone. So it doesn't hurt who then? I reckon that if some X-phile put a collection of a thousand pictures of Gillian Anderson on a CD-ROM, you can bet that they haven't paid the photographer for duplication rights. This would most likely amount to somewhere in the region of a 6 figure sum, at least, going on the basis of normal fees. Of course no-one would be able to get a thousand of those sorts of fees. The average Amiga CD-ROM doesn't make close to this sort of money. OK, so sometimes these things just happen, but given the highly creative tendencies of the Amiga community, what really puzzles me is how often people

“Scanning images into a computer does NOT magically make them your copyright”

don't even acknowledge the work of others.

One of the worst problem areas is illustration. Scanning images into a computer does NOT magically make them your copyright, and certainly doesn't make them your work. Many real Amiga artists are so concerned with the ubiquity of scanning that they write “not scanned” on their work. A recent series of uploads to the AmigaNet consisted of a collection of works accompanied with a small textfile and no credits beyond the line “picture by Jeks”. I'm not certain if this person is really trying to claim authorship, but I know at least some of the images aren't his, and a text file saying something along the lines of “this picture is like 30s or 40s pulp SF covers” is not the same as saying “Picture by Frank Kelly Frees, 1958.” We all expect credit for our own work, let's see some effort put into crediting others. ■

Andrew Korn is
CB Amiga Magazine's
Staff Writer.

Great tools don't make great mechanics



by Mat Ettison

It must be time for a rant. I am sick to the back teeth of Amiga users arguing all the time. People announcing to the world that MUI is great, MUI is evil, Directory Opus 5 is a step backwards or Opus 5 is the greatest thing since sliced bread. AWeb is best, no. Browsers is, no. VNG is the only good web browser. It goes on and on and on. I've been listening to it for years now and everyone is exactly at the same place they were back then. Guess what, if someone hates something you love or vice versa, arguing

about it isn't going to change their mind. It is just going to lead to stress and a complete lack of any productive effect at all. Their opinion may be completely unjustified, based on rumour, hearsay and ignorance but it makes no difference! They are happy little people in their own part of Amiga land so why not leave them be?

Oh I don't expect for a moment suddenly everyone is going to stop debating on Amiga software and products. How would any of us know there's a better way to do something unless we hear of it from someone else? It's the same old arguments that bother me, MUI vs Gadtools vs Classicat, Opus 4 vs 5, Web browsers, Newicons vs MWB, AFS vs FFS and so on. It's already been done. You might think someone else is crazy but their needs are probably different, as their Amiga specification is almost certain to be. Above all else, their personal preference may well be different and that's not a crime, it's the basis for modern society. It's got to the stage where I can hardly stand to read Usenet, join an IRC channel or read my E-mail. Wherever I go the same old arguments are raging. People try to convince me that the tools I use, or prefer, isn't as good as the ones they use.

“Where ever I go the same old arguments are raging. People try to convince me that the tools I use aren't as good as the ones they use.”

Surely there's more constructive things to talk about? How's some of these for starters. What are we going to do about porting to PowerPC? What does Gateway 2000 really mean for us? Have you seen the latest software on AmigaNet? Isn't it just great that the Amiga's software is getting so good these days? Has anyone found a way of doing X? What would you like to see in a new Amiga? Productive useful conversation with other people enlightened enough to use the Amiga platform. If not your specific choice of software it's easy to level in our computing bliss but there's no reason to impose it on others. Lord knows we despise this enough on other platforms. It's about as welcome as Moimos calling during your best mate's stag night. I think we're all incredibly lucky that we have a wide and excellent choice of high quality software to use at all. Enough said, enjoy the magazine. ■

Mat Ettison is
CB Amiga Magazine's
Technical Editor.

Desperate to see what you've missed? Then, relief comes in the form of CU back issues...



ON THE DOCK:
Soundcheck Pro II, MD,
Superstar demo, Silver
Brood T12 demo.
FLYING: free design
music book, the new
Hilary, design Berlin guide,
and the quest for Empire.
DRINK: Lightness &
Stomach Painful, Kumbuka
Alcohol 2 answered.



BE THE BOLD:
Savory dumplings, filling
Fennel dumplings, Plus
over 50 pages out and
in!
FEATURES: Learn to
make Truffle dumplings,
make your own
Bacon. Make your own
Taco Fennel and more
Taco Fennel and more



IN THE BOOK: (Front, full-page) and (Front, Page 60).
FEATURES: Special report on what's happening in Libya, and the latest on Syria and PLO.
ISSUE: Issues 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 8



INSIDE: Thomas Yalc, Paraglider 2.0, Yachting III and The Top reviewed.



THE DISK: Most Life (full program) and a bonus of three more episodes. CD-ROM edition too.

FEATURES: The Answer! Improved AOL syndicated version. Final Winner Is... O'LEARY Sweethearts. Arrogant CD-ROM disk. Plus an exclusive portrait of the new AOL mascot.



ON THE BASIS: Upper Buck Tools, about the heaviest set these craftsmen have used.

FEATURES: The design is American, not software.

BASIC: The speed work, or something. Three top drawers, a TCRP steel component and Control Provenant.



ON THE DISK:
MS-DOS 2.00 • The power-
 ful MS-DOS package, plus
 Chess Engine 2.0, Chess
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Wardrobe: 1 SE, 1 Women -
The Directors Cut dress.
CD ROM or Super edition.
FEATURES: CD-ROM Game
for ES - Arima and PC
game - on CD-ROM.
INSIDE: Great South, Apollo
2nd, Storm G, Wardrobe
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CCL-10.0
WINGS 30-47: Turing
Lecture Notes, Volume 2



ON THE DIBBS: Donna Parks, Minkette
Schultz and Wrenn - all
"blonde." On every set,
there's a blonde on the job.
FEATURES: The new AIDS
unit working on computer
graphics part II.
BLOOD: Werewolf & Girl
Tina Cole, Minkette
Finkette, Second actress



ON THE BLINK:
 Dazzling Soundbaths &
 Improved Chorus Input
 New Chorus Input 2 AG
 drive and lots more to C
FEATURES: New Year
 one a pro studio. Primary
 problem solved
NAME: Guitars, Color
 10, 10, 10, 10, 10, 10
 10, 10, 10, 10, 10, 10



ON THE BAGS:
Inventory Open 5-11 (all programs) Tasty Traps
• Loads of cash on 6
PLANNING: Build your own
Tower Amiga Park • The
by at Jorge Amador hotel
INSIDE: Massive Olympic
Brown, now 87-
nations, ProGrid
Tribune Decades

[illegible]

ON THE DISK: Pro Progs 4.1 (full program), MATH 2.4, Symptom.
The Star game and more.
FEATURES: Comprehensive update; CD-R by Sony; more over 100 for a just possible price; Volume Part 2: Book; Update: Volume Part 2: Book; Content: Update.

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OR Email (MIME only): cd-contrib@cu-amiga.co.uk

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Ideally suited for the Squirrel SCSI interfaces on the A1200, the SquirrelCDR will also work on most SCSI-aware Amigas.



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FEATURES

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Are you wanting to connect to the Internet?

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2. Commercially Licensed

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NetConnect is a suite of commercially licensed Internet software which means there is no need to register or purchase any of the software contained within the package - no time limitations, no hassle. All the software contained within NetConnect are arguably the best in their class. You can add other commercial Internet software to NetConnect via the configurable 'ToolsManager' style icon bar.

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- Telephone (during normal office hours - other companies charge for this)
 - E-Mail (you can email us directly with NetConnect or general Internet enquiries)
 - Mailing list (subscribe to our mailing list - a general NetConnect/Internet forum)
 - WWW (the NetConnect web site contains news and upgrades for registered users)
- Our aim is to help users with their Internet connection after they have purchased NetConnect and we understand that the Internet can be a daunting experience for the beginner.

4. Quality Branded Modems

We only supply quality branded modems (Dynamal UK Ltd), which may cost slightly more than their unbranded competitors, but they ship with a 5 year warranty, the knowledge that a UK company offers support/information and you are buying a modem with quality (Rockwell based) components.

5. Connectivity Offers

When you examine the competition you may notice that we offer NetConnect users substantial savings when they need to connect to an Internet Service Provider (ISP). We currently have two offers: save £20.00 (ex VAT) from Enterprise PLC or two months free connectivity with NetCom UK Ltd. These offers add value to NetConnect.

6. Applauded by Experts

NETCONNECT v1 REVIEWS

NetConnect has received rave reviews by Amiga Internet experts from paper and online magazines! Many of these reviewers recognise the ease-of-use of the package, the comprehensive collection of soft ware and the backup support we provided via our mailing list, web site and telephone hotline (during office hours).

- GU Amiga (June 97) 80% Gold Award - "If you're considering getting online NetConnect is the perfect choice for the Amiga user"
- Amiga Format (June 97) 80% Gold Award - "If you're considering getting online NetConnect is the perfect choice for the Amiga user"
- Amiga Computing (July 97) 80%
- NetLife (Issue 3) 5/5 "best of its class" (online <http://www.amigaworld.com/netlife/>)
- PureAmiga 80% (online <http://www.pureamiga.co.uk/>)



It's dead easy!

NetConnect is super-easy to connect to the Internet. Just choose the provider, enter your user details (name, email address), select your modem and you are ready to start surfing! NetConnect also comes with a configurable icon bar to launch and manage your Internet modules - you can even add other software if desired. All the software within NetConnect is supported with regular upgrades. Amiga Format concluded (June 97 issue) "Almost the perfect package for the Amiga Internet user". If you need to get online, this is the easiest way to do it and "If you value your money too - especially the bundle including the 33.6K modem".



AMITCP v4.6 DIALUP

AmiTCP is a new fast TCP stack, written and developed by us and MSDN with NCS support!



VOYAGER-NG v3

Voyager NG! Generation is greatly powerful with protocols, features, options, SSL, others... and!



MICRODOT-II

A superb and brand new microchannel email and news client, said to be the best for the Amiga!



AMFTP

The industry standard FTP client and the most user friendly FTP program on the Amiga.



AMIRC

AmIRC, the industry standard Amiga IRC client - said to be better than its PC and Mac rivals!



AMTELNET

Use AmiTelnet to connect your web browser to Internet destinations - play online games!



NET INFO

NetInfo is a new program by Oliver Wagner to search the Net, Internet, using services etc.



AMTERM

AmiTerm is a terminal program - connect to a BBS, send files to your favourite Amiga BBS!



X-ARC

Brand new DQDOS file archive management tool which integrates with the NetConnect package!

STOP PRESS...STOP PRESS...STOP PRESS...

NetConnect v2 Announced!

If you thought NetConnect was good check the specifications for v2 (due out around the middle of June):

- Wizard GUI - makes configuring your ISP a doddle!
- Re-written AmiTCP Dialer (MUI based - more control)
- Programs are now kept in folders (can be saved with any TCP stack)
- Voyager v3 (own offer box for information)
- Updated, latest versions of all the modules (Microdot-II, AmIRC v1.57 etc)
- 64 page introductory guide to NetConnect/Internet
- Plus many more changes and additions

Voyager v3 Announced

At the time of writing no other Amiga web browsers even come close to the specifications of Voyager v3. New major features include:

- Javascript - the major feature all Amiga web surfers have been waiting for!
- Use fast mem to images on AGA machines! Never run out of memory again!
- Security Socket Layers (https) with CERT management (allows secure online ordering)
- Netscape style framed news
- Internal PNG decoding of images
- Two sorting and table to clipboard

HOT NEWS! Haage&Partner and Vapourware have agreed to include Mersip within future versions of Voyager-NG. Mersip is a JAVA virtual machine for the Amiga computer! This means you will be able to use JAVA within Voyager-NG. Mersip is expected to be completed by August.



- Quality installed Dynamic module (supported by Dynamal UK Ltd) quality code (DATA/VOICED module - buy this! Throughput to 115,200 baud vs 54,000 baud on other systems)
- Group 1 & 2 8 bit compressed FAX (14.4)
- Voice Comments - GZIP compressible (the software)
- Auto Proxy
- Full Duplex operation
- Auto Disconnect
- Text to HTML
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You can get access to the NetConnect/Internet via a dedicated line, across the net and to download a free limited demo version of the software. <http://amigaworld.com/netconnect>

